

Buffy

the vampire slayer™
roleplaying game

THE DRAGON AND THE PHOENIX



Episode 4: Identity Crisis

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

By Sassette

Additional contributions and playtesting by Timothy S. Brannan, Kirk Baldrige, Garner Johnson and Lisa Countryman

Cover art by Florence Yau Chin-Sze "Shinnen"

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

For the Kittens...

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"Come not between the dragon and his wrath!"

*- William Shakespeare
"King Lear"*

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Teaser

"Dammit!" he hissed, pulling his hand out from where it was lodged between the heavy bundle and the open trunk of the car. "I said 'on three', dickweed!"

"That *was* on three," Dickweed said, glaring at the other man. "Grow some balls, dumbass."

"Why do we have to carry this thing? Isn't that what *he's* for?" Dumbass asked, frowning at the shorter figure getting out of the back seat of the car.

"You want to tell him what to do?" Dickweed asked quietly, looking at the third figure nervously, sweat breaking out on his brow.

"We paid him, didn't we?" Dumbass said. "Yo! Horn-Boy ... move this body,

will ya'?"

"I will do as I have been asked," the short figure said, the moonlight glinting off of his small, polished, ivory-colored horns. Easily, he hefted the body of the woman in the blood-stained sheet, dumping it unceremoniously on the unforgiving Nevada desert.

"Now what?" Dumbass asked, looking over to the other man.

"Now, we dig," Dickweed said, a sour look on his face as he passed shovels to his two companions.

"Jesus - I just got this suit cleaned," Dumbass muttered, brushing ineffectually at the smear of blood on his jacket. "This thing cost five-hundred dollars."

"That's what you get for wearing a five-hundred dollar suit to bury a body," Dickweed said, brushing at his own expensive suit, then setting in to dig the hole that would be the final resting place of an unfortunate young woman who had been in the wrong place at the wrong time.

"Are you sure this was such a good idea?" Dumbass asked for the tenth time that evening. "I mean, she was just a stripper, right? We didn't leave any prints - we coulda' left her there, right?"

"Yeah, well, Tatsu woulda' gotten suspicious, y'know? She knew all about our plans, so we had to whack her - and if a dead stripper just happened to show up where Tatsu knew we'd be, well ... we don't want

him poking his nose in where we don't want it. You get it?" Dickweed explained again.

"I got it," Dumbass said, nodding his head. "But, uh... what about *him*?" he asked, looking over at the demon uneasily. He'd never liked the Underworld connections that seemed to invariably pop up in the human 'underworld' of organized crime. It made the whole thing way too literal for him.

"Him? What do you think he's going to do? Go to the cops?" Dickweed asked, snickering quietly. "'Cuz the cops wouldn't freak out if a guy with horns showed up," he said, shaking his head.

"They wouldn't?" Dumbass asked, a look of surprise on his face.

"God, you really are a dumbass, aren't you?"

"Your mother's a dumbass."

"Shut your trap before I shut it for you, asshole."

"What's your sudden fascination with asses?"

"Fuck you, you fuckin' fuck."

"I will finish burying the girl," the demon said, his voice even and deep, seeming to echo through the night. "You may leave."

"Wha-?" Dickweed asked, looking at the demon.

"Yeah ... yeah, that's a good idea," Dumbass said, dropping his shovel. "Digging sucks. I got a beer and a girl waiting for me at home."

"You got a beer and a blow-up doll," Dickweed said, dropping his own shovel and shaking his head as he got in the car. "Not even a whore would fuck you."

"Why you got to be like that? Why do you always have to knock me down when I'm feeling good?" Dumbass was asking as he got into the passenger seat of the car.

The demon watched the taillights disappear in the distance, heaving a sigh of relief when the bickering duo had finally

gone. Setting down his shovel for a moment, he pulled a cell phone out of his coat and dialled a number from memory, waiting patiently for someone to pick up as the sharp ring-tone echoed in his ear.

"Yeah, Murl? Get Murl, will ya'?" he asked, his deep voice relaxing into the more natural, but far less impressive, high-pitched tones of his kind. "Murl? Yeah, yeah - I got one for ya'."

Director's Notes

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

It is intended for Original cast set during a hypothetical Season 7 in which Tara has returned to Sunnydale. Characters supported are Buffy, Dawn, Xander, Willow, Tara, Giles and Spike. It is suggested that Anya be an NPC for the course of this episode.

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

In the course of these acts, references are made to how a character "should" react to a given situation or statement. These suppositions are by no means set in stone, but are merely included as a reference for the Director's convenience as a benchmark in the player's success in accurately portraying their character, or as a "cheat sheet" of sorts should the character be present, but an NPC. The Director or the player, of course, could have a very different view of the character's mindset than the one reflected by the given reactions, and the

Director should (and is expected to) feel free to disregard these suggestions wherever they choose.

This episode deals, mainly, with Tara's last step in her return to the land of the living. After Tara's miraculous return, and all of the Hellmouth-y goings-on, it's been easy for everyone to overlook mundane things - like the fact that Tara is still *legally* dead. It is, as it turns out, fairly difficult to do anything - go to school, get a job or even just rent a movie - without legal identification.

Now, about that ID... The specific ID that Murl is making for Tara usurps the identity of the dead stripper from the Teaser. Unfortunately Dumbass and Dickweed catch wind of the demon double cross and start making their way towards Sunnydale. The stripper who knew too much seems to have miraculously survived being shot and buried. The stripper's name was Candy Heart, and Tara must make a will check every act (at 0, -1, -2, and -3) to keep Candy's identity from asserting itself. Additionally, Tara must make a will check every time she is in a situation where Candy would be more comfortable (i.e., she's in a bar, been arrested, is taking off her clothes, etc). Tara must also make a will check any time one of Candy's abilities would be useful (ie, Candy speaks fluent Japanese, so if the situation arises where Tara needs to, Candy could take over). Candy's character sheet appears at the end of the episode.

Tara will begin to act more lustful and picking up other "aspects" of Candy's rather colorful personality. Swearing more, wearing more revealing clothing, and so on. Now of course Candy was not all like this as well. But thanks to the magic surge Candy's personality, more than just her identity, is being super-imposed on the personality of a former ascended human that still has a bit of divine spark in her. Things are a little

screwy and an archetypal stereotype of a stripper is imprinted on Tara's personality.

Directors should allow the player to ham it up if they desire and reward Tara's player and anyone else with Drama points for a well played scene.

And that Magic Surge... This of course is one of the big problems of the episode, to undo the surge's effects. The cast might even come to believe that undoing the surge will not only put Tara and Kara to rights, but also get rid of Yoln. Allow them to believe this. Reversing the surge is actually a simple matter, Willow can do it once she figures out it might be the cause. Of course Willow and Tara will sooner or later discover that they are without magic due to said surge. Only Kara will be able to cast the spell, but she is not powerful enough on her own. She is not effected because she is a result of the surge.

So Willow (or anyone) can discover what has happened at any time, they just can't do anything about it till they get Kara to help. If all else fails even Kara can suggest it or have Willow's player spend a drama point to figure it out, ("Just like when Xander was split in two!").

Willow should be able to discover this at anytime with a simple **Intelligence, Occultism** or **Sorcery** check. She can even try to undo the spell, but she finds out she can't cast. Neither can Tara or Anya. If it is getting close to the third act and they have not tried yet, don't be alarmed. Have Anya mention that her magic is all messed up. She can curse and teleport, but nothing else seems to work. She can even say it has effected other supernatural creatures all over Sunnydale.

If they want to reverse the effects, they are going to need Kara to do it. Kara does know the spell. It was one that her mother had taught her. In "reality" it was taught it to Tara, but in Kara's memory it was taught to her instead.

Character Updates

Players should be allowed to update their characters as they see fit now. But here are some suggestions.

Anya: Finally! Someone understands Anya. Tara and Anya have been very close since her return. Anya sees Tara as a kindred, if diametrically opposed spirit. Anya has been a human, a demon, a human again and back to a demon. Tara has been human, divine and now human again.

Buffy: The martial arts studio is going great, you are now making enough money to pay the bills and be able to eat something other than ramen noodles. Things that are concerning you right now, Is Dawn keeping up with her studies? What is Spike up too? How is Willow doing? Can she handle the magic? What about Tara? Do you trust her? Is she really Tara or some horrible mockery sent only to hurt you and your friends more? Oh, and there is that whole end of the world thing.

To be fair, you are trying to trust Tara. She is helping Willow and you have someone to talk to about being dead and in heaven. It has been good.

Dawn: If there was an episode for Dawn to sit out, this is not a bad one. But Dawn is far from idle. You should now know beyond a shadow of a doubt that you are developing powers. You have been keeping this to yourself. You fear that you might get into trouble, or even worse, be taken to the Coven that “helped” Willow.

You still do not trust Spike. He has been “playing nice” with Buffy and trying to get back on your good side. But you care if he has a chip, a soul or even a get out of jail free card, he touches your sister again and he is going to burn.

You are also dealing with Xander a little

differently now. You know he doing what he can to protect the group. He saved Willow and the world, but you feel that was never his place. He also left Anya. You are not forgetting that even if it looks like others are.

Directors Note: Dawn may think her powers are magic, but they are not. They are psychic. At some point during the magic surge if Dawn as a PC attempts to use any of her nascent powers she will be surprised that they work. Under normal circumstances Tara would begin to notice what is going on, but she has been so focused on Willow and being alive again that she hasn’t. This has not gone unnoticed to Dawn who is beginning to feel left out.

Tara: Willow is back to using magic and that is both a cause of joy and concern for you. You are happy because Willow seems to have her cravings under control. You are very, very concerned for her because you are just now beginning to realize what happened while you were gone. You are more than just a little afraid, not of Willow, but for her. You are afraid that Willow almost got lost, so lost that even you could not find her.

Buffy has wanted to talk to you about being dead and heaven, but your Geas prevents you from divulging too much.

You also know Buffy has her suspicions about you. You expect that, it is her job. You know in your heart that you are meant to be here. You just don’t know why.

You realize that with all the various magic and demons around that Buffy may think you are some shape-shifting fiend out to inflict more pain and misery on the group, but you are confident that your Willow would instantly recognize the difference and need to make Buffy understand that too.

Willow: Willow is back up to her Season 6 magical levels. The Amulet of Isis stops the craving for dark magicks and Tara's constant help in learning light based magic makes the desire for the power even less.

You still feel that the group does not trust you. You also feel overwhelming guilt. You killed someone. Not in self-defense, not an accident, you hunted him down and killed him, but this is not the cause of it. It was that you tried to do the same with the people you loved. Warren (and certainly Rack) may have had it coming, but your friends certainly deserved better from you. There have been many nights where you still cry yourself to sleep.

You are afraid most of all that once Tara learns everything she will leave you or worse, she will think you are a monster.

Xander: It has been said, but it bares repeating. You don't trust Spike.

You are also worried about Anya. There were times, unguarded, private times, that she talked about her life as a demon. You can't believe she is doing that again. Nor can you believe that she is enjoying it. But you also know there is no one to blame for it but yourself. Everytime some man is hurt by Anyanka's hand, it is your fault too.

Buffy has shared her concerns with you about Tara. But you know. You know that this is really her. You don't need to look at Tara to know it, you only have to look at Willow. Willow knows. That is good enough for you.

You blame yourself for the way the group dissolved again last year. You used to be the one who kept everything real, kept the group rooted in the here and now. You were too wrapped up in your fears of marriage last year and now you vow to not let that happen again. These people are more important to you than anything else in the world.

Giles: You have many questions. Can you trust Willow's control of her magic? Do you believe that this is truly Tara?

You want to know why she is back. What does it have to do with these prophecies of Leviathan and Buffy.

You have considered bringing in the Council or at least the Coven. But you are unsure.

What do you think of Buffy's stability, of Dawn, of their continued relationship: i.e. is Buffy ignoring her motherly duties again?

Spike: Right now you are still "I did what I had to at the time. I'm not proud about it, would change it if I could, but I can't. I'm not bleedin' nancy-boy Angel and I'm not going to go all dark and broody about it." At least that is what you tell yourself.

You can't change the past. You know that. But you are going to help in the here and now.

You see yourself as the Slayer's backup, someone who can do more than she can in certain areas and try and prove your worth to her as a fighter and a person.

Information for Tara's Player

Tara's player has the chance here to play not one but three different characters, Tara, Kara and Candy Heart. You, the Director, will need to work with her and get her copies of the supporting cast information at the end of this adventure. Yes she will be in on the surprise, but be sure reward her with Drama points for being able to role-play the situations well.

Direction is given for things Kara or Candy would know are in the text, allow Tara's player to discover these on her own if you can. You may use subtle hints, but don't try to overplay it. In particular are Candy's contacts with Tatsu and Kara's knowledge of the reverse spell.

Information is also provided on the sheets for Kara and Candy at the end of this episode.

Previously on Buffy...

Tara returned from the dead, sent by “The Powers That Be” as a Kerubim to help the Scoobies defeat some renegade Angels, the Knights of Elohim, from unmaking the world. After defeating the Angels, Tara chooses Exile from Heaven in order to stay with Willow, and is once again made mortal.

Walking home the cast sees a cat nearly get hit by a car. The cat levitates from the street and deposits itself in front of a scared looking Dawn.

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

The Goddess Isis gives Willow an amulet to protect her from dark magic.

Introduction:

The following introduction may be role-played rather than read to the players. Tara’s new lease on life is about to be signed as Willow hacks into government databases and changes all of the information regarding her death to reflect that Tara’s fabricated twin sister ‘Kara’ died instead. In addition, birth and school records are being added for Kara, so that this identity will hold up under scrutiny. Whether the introduction is merely read as written or played out by the players, Willow may make several **computer** and **sorcery** checks at the Director’s discretion (If the checks are failed, the FBI will, in fact, take notice, and will eventually show up on the Summers’ doorstep with a warrant. A nice attractive red-headed woman and her partner, a paranoid dark haired man talking about how the “truth is out there” or something).

This auspicious event is being treated like a birthday-party of sorts, as it marks a major milestone in Tara’s life. Dawn, Xander, Buffy, Willow and Tara are all present at the Summers’ home, with

Giles busy doing important research and Anya having her own agenda.

After all of this the group is heading out to the *Bronze* to see Tara’s favorite indie band *Lipkandy*.

Anya’s reaction to this whole idea is that it won’t work. She knows far more than anyone else about identity swapping, as her career as a Vengeance Demon has meant she had to assume many and varying roles to fulfill her job duties. In case it’s needed, Anya has contacted her old friend Murl, who is a demon forgery expert, capable of creating a magical ID. This ID allows the bearer to assume the corresponding identity, altering the memories of anyone who would or did know the person in question. It will, in fact, even alter the memories of the bearer, allowing them access to any piece of knowledge the person in the identification would know (ie, if the ID is for a high-school algebra teacher, they can rattle off the quadratic equation off the top of their head. Similarly, if the ID is for someone from a small town, they know the layout of the town and the people in it, though the people in it only have vague recollections of the bearer).

During the course of Willow’s techno-pagan extravaganza, and Murl’s creation of the mystical magic ID, each feels a strange power surge (because they are actively casting at the time of the surge). Anya, as a demon, and Tara, as a recently un-ascended human and a witch, both feel it as well, provided they make a successful **Notice** roll. If the intro is modified to have Giles present (throw in a few ‘Good Lord!’s and some vigorous glasses polishing to the given introduction, and you’re all set), he also has a chance of noticing the surge, but at a penalty.

Murl, as an NPC, makes a successful check to keep his magic from going wonky at the surge. If the introduction is being role-played or you, the Director, have opted

to have checks during the given introduction, Willow must make a **Int** + **Computer** check and followed by a **Will** + **Occultism** (if she is not wearing her Amulet of Isis then she is at a -2) to keep her work on the government records from failing outright. Regardless of the outcome of this roll, there are some unfortunate side-effects. Give Willow a bonus because Tara is in the room (+1 to both roles), and double the bonus (+2) if Tara is touching her.

For the next 48 hours, anyone (witch or demon) casting a spell will be affected by the lingering energy of the power surge. No one will be able to cast any spell above level 2. This effects anyone in Sunnydale at the time of the surge. This does not effect Kara however. She was not technically in Sunnydale at the time of the Surge; she is a product of it.

Director's Notes: this part may be read to players or they can play it out. It works the best if the players can play it out. Give the players the background above and have them play it out.

Give the players a start and use the section below to guide them along on which records they should change. Don't penalize them for missing some, we can assume that Willow would think of them all. The point here is not trying to get the records changed, but to go through the effort of changing them.

"Ooh! Basket-weaving!" Dawn said excitedly, yanking the class schedule from Tara's hands, earning an amused smile.

"I am not taking basket-weaving," Tara said, shaking her head.

"Oh! How about gymnastics?" Xander said, waggling his eyebrows. "Those little outfits, the bendiness ... " he said, his voice trailing off.

"Hey!" Willow said, looking up from her computer. "I'm in the room, y'know."

"So am I," Dawn said. "Impressionable young kid here, thanks."

Buffy laughed. "Xander, don't make me kick you out," she said, mock-glaring at her friend. "So, where are we?" she said, peering over Willow's shoulder.

"Social security, check. Birth and Death Records, check. Now I'm getting into the DMV," Willow said, a satisfied smirk on her face as she tapped the keys lightly. "After that, I just have to get into the UC Sunnydale system and add Tara to the classes she wants, and put her old dorm room in her name. I got the touch," she said, wiggling excitedly in her seat as she continued to hack into restricted government information.

"And you're using the mojo?" Buffy asked carefully.

"Just enough to make sure my tracks are covered. Wouldn't want any G-Men showing up at the door."

"G-Men? Listen to you with the outlaw lingo," Buffy said, a small smile on her face. "But wouldn't it be, y'know, safer to make sure the police remember things differently? I mean, what if someone who wrote the report and remembers it should be Tara sees 'Kara'?"

"Willow and I talked about that," Tara said, her voice a little strained as Willow and Tara's eyes met, a mute apology evident in every line of Willow's face. "We don't want to tamper with anyone's memories. I'll just have to make sure I don't get arrested," Tara added lightly.

"This is so much fun," Dawn said, sipping at her milkshake and flipping pages through Tara's class schedule, oblivious to the sudden tension in the room. "I mean, we could all get alternate identities, couldn't we? Like superheroes or something?"

"Nah - superheroes have a legal identity and a masked identity. They don't exactly carry around driver's license's when they're doing the hero bit," Xander

corrected automatically, looking over classes.

"So how does it feel to be all legal again?" Dawn asked, looking over at Tara.

"Well, we're not there yet," Tara said, shrugging lightly. It was kind of nice how everyone had come over for the Big Event. Willow was hacking into every system she could think of and altering records and, hopefully, not leaving any trace, so that Tara Maclay had never died. In a way, it was like being born - Xander had even brought over a birthday cake, but with no candles. He said they'd start adding candles next year.

"Too bad about your sister, though," Xander said, shaking his head in mock sorrow. "Poor, straight, 'identical twin-sister to Tara' Kara. Too bad that bullet hit her."

"Kara and Tara? I still think that's kind of cheesy," Buffy said with a shrug. "And, umm ... why do you keep saying 'straight'?" Buffy asked, looking over at Xander.

"Well, yeah," Willow conceded. "But if I miss any records, it will look like 'Tara' is a typo when it's cross-referenced. And the straight twin-sister thing is a Xander-joke," she added, rolling her eyes.

"It's funny!" Xander protested.

"Whoa, what was that?" Willow and Anya asked at the exact same moment, in different parts of Sunnydale.

"Yeah, I felt it," Murl said, looking over at Anya, lifting the jeweler's loupe from his eye, squinting at the dirty little ill-lit room around him. "Don't see anything in here, though. I think it was aways away," he said, putting the loupe back in place and turning his attention back to the ID he was working on.

Director Information

Here is what else is going on. The following story can be related to the Scoobs

via a demon at one of the demon bars in Act One. The demon is sitting at the bar trying to drink himself into a stupor. If the cast does not bother to ask him have the demon (Kralnik, by name) begin to shout out the story to anyone that will listen to him. Most in the bar are trying to ignore him.

In an alley by the docks, a portion of reality, bending and shifting, re-aligned itself as a tall man appeared on one knee, his head down. He was covered in armor from head to two, white hot plate mail over chain mail making it impossible to discern what manner of creature he was. His head lifted, the great helm covering his features completely, the metal cooling to red but still giving off visible waves of heat in the night. He stood slowly, the metal cooling further as he started walking, a hissing searing sound meeting each step, leaving burnt footprints in his wake. When he reached the mouth of the alley, his armor was a dull bronze, the streetlamps bouncing off the metal and casting out a weak light.

His one noticeable feature (besides the white hot plate mail), he is missing his entire right forearm.

Act 1: A Priest, a Rabbi and an Ophidian walk into a bar. Ouch.

It's another beautiful Sunnydale morning, and the Scooby Gang's all here. Willow, Tara, Dawn and Buffy are eating breakfast - likely discussing the events of the night before. Let the players come up with their own breakfast-table conversations. The topics of choice should be the strange magic surge and Tara's new lease on life, but there certainly wouldn't be anything amiss about a discussion of laundry or dish duty, or some other mundane thing that would naturally come up. They could even bring up Bronzing and that band that they liked, *Lipkandy*, is playing at the

Bronze all this weekend.

Xander arrives to take Dawn to school, then heads to work. He should join in whatever is being discussed.

Giles' Information

Giles will arrive shortly thereafter. Here is what Giles knows and needs to relate: Giles received a phone call from Wesley the night before and learned that a group of Ophidians (snake demons, commonly priests of Leviathan) are arriving in town that night. They are, it is rumored, in possession of some kind of artifact that could potentially be used to free Leviathan. Details on this are sketchy, but he has found reference to something called 'the Hand of Leviathan', and he thinks that this, perhaps, could be the artifact in question.

This is, in point of fact, an incorrect assumption on his part. The Hand of Leviathan refers to a person - Yoln - but the Scoobies cannot find this information until much later.

If Giles made his **Notice** roll the night before, he will mention the magical surge, if he is a player. An NPC Giles will not have noticed the surge. If none of the players mention the magical surge, Anya will do so when she arrives. Giles will express concern when told of this strange event, and will want to look into it.

Different plans of action should be discussed. Be ready for the players to decide anything - more research, trying the demon bars, going on patrol. Willow and Tara had plans to go to UC Sunnydale and register Willow for the classes she has picked and check that Tara's online registration went smoothly, but they will postpone these plans if necessary to help with the new demon activity. Willow and Tara have talked previously and Tara is fairly adamant that Scooby business take

precedence over her return to school. Whatever the players decide, they should agree to meet back at Buffy's at the end of the day to discuss what they've found.

Once a course of action is set, Anya arrives. Without preamble, she grabs Tara's hand and puts the magic ID Murl made into it, announcing that she's taken care of Tara's identity problems and that she's all legal now, down to a social security number. Anya will inform her that her name is now "Candy" and she should get used to it.

Willow should feel that this is a bit presumptuous, or otherwise protest. If not, one of the NPC's will thank Anya, but inform her that Willow has managed to restore Tara's real identity. Anya will ask if Willow used magic, and if she was working on it during the magical surge the night before, because if so, something could have gone wrong, and Tara should keep the ID just in case. Under no circumstances should Anya relate that the ID Tara is being given usurps the identity of a dead stripper - she has no idea this is the case, despite the rather "colorful" name. If anyone makes a joke about Tara's new name, Anya should be hurt - she chose it because she thought it was pretty.

Anya should be able to talk Tara into taking the ID, and any other NPC's will back her up, citing a "better safe than sorry" policy. Until they know more about the magical surge, they need to be careful, especially with something as precious as Tara. This rationale should mollify Willow, but she should remain defensive, feeling that taking this precaution means that her friends doubt her abilities and that they're assuming she's messed things up somehow.

It doesn't matter if Tara keeps the ID or not, once she touches it the identity is transferred. Tara will find that she has the ID in her possession regardless of what she tells Anya.

Campus

Willow and Tara should eventually end up at UC Sunnydale to try to register for classes (they don't have telephone or internet registration yet). Willow, of course, should be excited because - hey! School! Tara, on the other hand, has reservations about returning to her former life, feeling like she's somehow living a lie by inventing a twin sister who died in her stead. Willow should register with no problem, but they find that "Tara Maclay" isn't in the system, despite Willow's seemingly successful efforts to put her there the night before. If they press further, the student handling registration will offer up that a "Kara Maclay" is in the system, and has already signed up for classes. No further information is available here.

Another thing that Willow could discover while at the registrar's office is some information regarding some missing students. More than normal, well normal for a Hellmouth. It would take a **Notice** check at 2 Success Levels for her to notice. If she fails the Director can drop a clue by having some students or some staff members talking about it.

When they leave, if Tara should fail a **Will** check, she hooks her leg around a street sign and spinning around "pole dance" style. When asked why she did that (a character or player, including Tara's) then explain it "seemed" like the thing to do. She is in a good mood despite the failure of being able to register for classes.

Ophidian Research

Research by the Scooby Gang will reveal a little more about Ophidians in general (description, special abilities, weaknesses). Some of this information may or may not be accurate - but the group should at least learn that Ophidians eat human flesh when available, but will resort to rats when no humans are easily obtained

or they're specifically trying not to draw attention to themselves through a rash of mysterious disappearances.

Ophidian Research Findings

SL	Information
1	Ophidians are a race of snake demons. They date back to Egyptian times
2	They worship serpent gods, like Set and Leviathan (obscure). They eat humans
3	The will eat rats if they are trying to draw attention to themselves. They will also horde humans to eat when they can safely do so.
4	Eating slows them down to a stupor.

There are only vague references to Leviathan, Set, Tiamat and Dagon as the gods the Ophidians worship - nothing new - and there are no references to the Hand of Leviathan except what Giles had found the night before, which is a vague reference to the Hand of Leviathan opening the door. Giles will sheepishly explain that he is having trouble translating the passage.

The Warf Bar

The bars/informants have little to no information about the Ophidians, but they ALL felt the magic surge the night before. If pressed, they will reveal that whatever it was, they didn't like it, but frankly, they're a little scared of how it felt, so they won't be too forthcoming. If Tara ends up in a bar on an information run, she will have to make an additional will check this act. As it is the first act, her "stripper" behavior shouldn't be too overt if she fails - something more along the lines of playing a suggestive song on the jukebox or maybe "slipping" into Candy's personality a bit by swearing, ordering a *Sapparo Lager* or commenting on how this is worst bar she has ever been in, but not the

sleaziest.

To distract from the Tara-strangeness of the moment have the demon (Kralnik) starting spouting off the Yoln stuff from above. He will do this whether Tara acts strange or not, but it will be towards the time the cast opts to leave.

If asked, this is what he relates between drinks and drunken slurs.

"I was down by the warehouse area just minding my own business when in alley by the docks I noticed this strange shimmering-like area like reality was bending and re-aligning or forming a portal and suddenly I saw a tall man bent over on one knee sort of like the opening of Terminator appear there. White hot plate armor over chain mail covered him from head to toe and I could hear the hissing as it cooled in the night air...."

Remember that the demon does not know the name of the man in plate, anything about Leviathan, or anything else. Also if the name Leviathan is mentioned the bar should get very quiet.

Act 2: What's a nice girl like you doing in a place like this?

The Scoobs regroup back at Buffy's. Information should be shared and a new course of action should be decided.

Tara is starting to act a little strange (bonus drama points if played well). She's trying the spicy talk a little more frequently with better success, and her clothes are more revealing. This, however, isn't something the players would necessarily notice (make a **Notice** check to see). She has, however, developed a tendency to sit on, or rather "straddle" Willow at every available opportunity.

Willow might want to find out why Tara can't register for classes. She finds that "Tara" is still listed everywhere as dead, but "Kara" is alive and well and apparently

registering for classes. Willow can find no reason for this, unless the magical surge affected her work the night before, or she somehow managed to type in "Tara" every time she meant "Kara" and vice versa. On the subject of the magical surge, Giles want's Willow to do the hacking thing. If she suggests doing a spell Giles strongly opposes. Tara should support Willow in her magic use.

If the Scoobies skipped the research in the previous act and went straight to the shakedown, Giles knows that the Ophidians normally eat humans, but will eat rats if trying to avoid detection. As the Ophidians are reptilian, they would, of course, prefer live rats. Willow should realize this is pretty distinctive and traceable, and get with the hacking. She will find that a huge load of live rats was delivered to a warehouse near one of the cemeteries. Tara (work this out ahead of time with the player) should try to convince Willow to stay at home with her and continue the research and hacking into the identity problem. Giles should agree and suggest that Buffy, Spike, Xander and himself recon the warehouse. If Dawn opts to stay (not likely if she is a PC) then Tara should act a little perturbed. If Dawn is an NPC, have her argue, but in the end she stays.

The Warehouse

The warehouse itself is fairly unremarkable - just a big empty, echoing space with a few broken crates around. Once there they see a group of nine "men". One is a figure dressed head to toe in armor, with absolutely no skin showing. This is Yoln, who appeared in the Introduction and is the cause of the magical surge. The other eight are cloaked. One of the cloaked men carries something that appears to be half of a broken sword. Inside a wooden cage they see a group of 20 or so students. These must be the missing students that Willow

mentioned. The look scared but alive.

Before the Scooby Gang really has a chance to decide what to do (attack? run? try to listen in?) a noise is heard from outside or one of the students sees them and shouts out. The Ophidians make for the door as the man in armor grabs the sword. If anyone tries to stop him (cast OR Ophidian) they get hit and knocked across the room. The armored man jumps through a window and makes good his escape.

The Ophidians scurry around, let the cast believe they have run out (they didn't, the Ophidians can blend into their surroundings, they are not about to leave their diner behind). The cast needs to decide to chase or free the students.

Once outside they literally run into "Tara". If Tara is a PC, communicate this exchange to her beforehand ... this is not, in fact, Tara, but Kara, Tara's twin sister. Only tell the player running Tara that she's gone looking for the rest of the cast. Have the cast make **Notice** rolls (at a -1 penalty - it's dark, and they're all busy) to realize that Tara is dressed differently. Once "Tara" regains her bearings, she will say, "Oh, Buffy - have you seen Willow or my -" but will stop when she spots the Ophidians (now coming out of the building, presumably to get their meal back), scream, and run away. If Tara is a PC, stop her after she asks about Willow, rolls some dice behind your screen, and tell her that she screams and runs away.

Director's Note: Again, it is of course best to communicate all of this to Tara's player before hand. She is going to have to be on the "bait and switch" from the beginning. Be sure to award her more Drama Points is she can pull this off.

Fighting the Ophidians

The Ophidians will try to regain their meal, but if pressed into combat they will decide to try their luck elsewhere. After all

this town is full of meal potential.

The Ophidians are weary of large crowds, but once they get hungry enough (and that is soon) they will brave just about anything.

Act 3: Hey, I know this one!

The cast should get back to Buffy's wondering what they are going to do about their failures (artifact getting away, Ophidians on the loose, losing Tara). Either Giles, Xander or Spike (if they are NPC's) will make a sarcastic comment listing these failures, saying that it was a good night.

Once at home they will find that there is some loud music playing and Tara is giving Willow a lap dance. Describe what Willow and Tara look like.

Director's Note: You will need to communicate all of this to Tara's player beforehand. This scene with Willow and Tara can also be played out. Set it up to have Dawn, Willow and Tara doing research. Tara fails her will check (Director's prerogative) and she sends Dawn upstairs.

Inform Tara's player what has happened and let her know that "Candy's" personality is exerting itself on her, and that sexy, provocative clothes and a lap dance are now in order.

Let the player come up with her own routine and clothing (or lack thereof) choices. Remind her that she is lost in the personality of Candy, but everything she is doing make sense to her at the time. Your goal is to get a good reaction out of Willow.

Willow's player should be completely in the dark about this, that will allow for the best role-playing opportunities.

Drama points should be awarded to Tara's and Willow's players if this is done well.

One of the male NPC's will ask Willow in all seriousness if she built a TaraBot over the summer, because it's obvious that this is not the real Tara, and that the real Tara is the girl they saw in the graveyard that evening. Someone else will suggest that the magic surge split Tara into her two halves - SkankyTara and ShyTara. A third someone should put forth the idea that it's Tara's Evil and Skanky Vampire Double from an alternate universe. Both Willow and Tara should be offended by these suggestions. But they should also be catching on that something is not exactly normal anyway (or at least what passes for normal).

At some point Giles might bring up his concerns of this not really being Tara at all. Willow and Xander should be the first to jump to Tara's defense. Buffy would be neutral (she has to figure this out herself as well). Spike would know that Tara is divine, but he would be unsure if it is her or not. Allow the players to direct their character in this.

It would not be too out of character for some comments about Tara's wardrobe from Spike and Xander as well.

It is assumed that Willow will try to cover Tara up, but Tara should not seem bothered by her partial nudity. If asked Tara will say she sent Dawn upstairs to do homework.

A discussion should follow about what is going on, as well as a report of the happenings at the warehouse. For example, Why was "Tara" walking through the grave yards? What is wrong with Tara (even she should begin to notice)? If anyone figures out that it might be due to the ID that Anya gave her, have them call Anya. Remember, men need a spell, but women can just call for her.

Going to See Murl

Anya appears and relates to them about Murl, the demon identity agent. She takes them to Murl, who has been beaten up. Actually the men that did it thought they killed him, but it takes more than what they did to kill Murl. Having just been accosted by people wanting to know about the ID, Murl is a little wary and will not give any information except under extreme duress. A character will need to make a contested **Influence** roll against Murl's **Will** score (3). If pressed, he will tell them that all he knows is that some guys came in looking for Candy Heart. Candy knows something they don't want getting into the wrong hands.

At this point, Anya will have to confess that these demon IDs steal real identities from people who mysteriously disappeared. Candy Heart was a real person, she's dead (because everyone who is the source of a demon ID is dead), and that the magic of the ID transfers knowledge of the person's life to the bearer - which means Tara should know what it is that these men don't want Candy Heart to tell anyone.

The person with the new ID is supposed to learn everything they need to know to be this person. The trouble is the magic surge and Tara "otherworldly" status has messed the ID's magic up. She only knows very little about the person, but has all of her personality traits, only to an exaggerated extent. When this is revealed, Anya and Murl should exchange a glance - they've figured out that the men who beat up Murl must be the same men who killed Candy Heart to begin with and if they've killed to keep their secrets once... They tell the cast that there could be trouble. The two men had used some sort of magic (they were not in Sunnydale at the time, so no big deal) to find Murl and the name Maclay, but that is all they got before the surge shorted out their little magic "person detector". Anya offers to find the men since she feels this is

“her” fault. She teleports out.

Kara Maclay I Presume?

This of course does not answer why Buffy and the rest saw Tara. If they attempt to dig into this particular problem, hacking into UC Sunnydale’s computer system will show clearly that Kara Maclay is living in Tara’s old dorm room - which is what Willow had set up for Tara. Further digging would reveal that the room has been using electricity for the last 24 hours. Or, they could decide to just go check Tara’s old dorm room, knowing that someone registered as Tara, so someone could be there at her room, as well.

Either way, if they go there they will find a very scared and a very familiar looking young woman that says her name is Kara. This is Tara’s identical (and straight) twin sister. Of course, no one actually knows her, but she claims to know everyone and can relate many details of their life that occurred after Tara (Tara often confides in her slightly older twin sister) met them in Season 4, including their recent trip to Egypt. If the cast is doubtful of her identity, she will ask if Willow has been messing around with the Lethe’s bramble again - and she will be extremely angry at the idea, and will proceed to tell Willow in no uncertain terms that she doesn’t want Willow around her “little sister” if she’s going to be playing with magic - that magic isn’t a toy, and that she let Willow get away with it the first time Willow hurt Tara, but if she does it again, she’s going to make sure Willow regrets it for the rest of her life. If the cast tries to calm her down, she will become increasingly hysterical and more and more certain that Willow has been messing with minds again. If Tara tries to calm her down, she will tell Tara to let her handle this, because she’s the older sister and their mother asked her to look after Tara shortly before she passed away, and she isn’t going

to fail Mom.

If Kara still needs to convince the group that she is, indeed, Tara’s identical twin sister, invent a few childhood memories she can relate to Tara, and inform Tara that, yes, she does indeed remember these events - and she even begins to remember that Kara was there.

Eventually, someone should figure out that the magic surge affected Willow’s spells when she was recreating Tara’s identity - apparently Willow’s magic was too strong, and instead of creating a false identity for Tara, she created an entire false Tara, complete with memories. This would be a rather simple **Occultism** role at this point. Drama point for anyone that compares this to Dawn.

At this point Anya pops back in and tells everyone that the Ophidians are running (or, rather, slithering) through town and causing havoc. It won’t be long before they eat someone.

As they are about to leave, Dumbass and Dickweed show up at the door, guns drawn.

Dumbass will say something to the effect of “Awww, shit - there’s two of them.”

Dickweed will ask which one of the “bitches” is Candy Heart.

Act 4: Good? Bad? I'm the girl who speaks fluent Japanese.

Tara should immediately make a **Will** check at -3. If she fails, take her character sheet and hand her the 'Candy Heart' character sheet. If she succeeds, she manages to hold onto herself, but barely, and finds that she knows everything Candy did at the time of her death - in point of fact, she knows that these two goons are working to double-cross a yakuza boss named Tatsu, but most importantly, she knows Tatsu's phone number, having "worked" for him on several occasions. The player can use this information anytime she likes, but have wait till this act before she completely "remembers" the cell number.

Director's Note: If, at some point, Tara gets a hold of a phone, she should call Tatsu and start speaking in fluent Japanese. This event can occur at any point in this act. Candy was "chosen" by Tatsu because she spoke Japanese.

Tara's player will be playing Tara and "Candy", you will be running Kara. Avoid having Kara come up with too many of the ideas to save the cast. She is afraid and does not understand why no one remembers her. Kara can still use magic, but she is reluctant to.

This confrontation, of course, lets our cast delve into how these characters now react to guns. Obviously, Willow, Tara, Buffy and Kara have very severe issues with them. Tara and Willow find that they cannot cast; however, Kara can, but she is not very powerful. Spike, being the walking dead, has nothing to fear from guns, so should have no problem taking a few bullets for the team if the two goons start shooting.

At some point, Dumbass and Dickweed will realize that they really can't afford to leave *any* of the present cast

members alive, because "Candy" may have told them too much. There should be some discussion as Dumbass and Dickweed try to determine exactly who they need to "whack".

That should be all the encouragement the other cast members need (if they didn't have it already) to take these guys out. Points to remember. Spike is almost useless here. Despite the fact these guys are murdering thugs they are still human. If Spike however goes into his "game face" he has a chance to scare them. The thugs are used to demons and vampires, but not having them chase them. Have them make a **Fear** check.

Giles of course will remind everyone that they can't kill them, but they certainly can thrash them into a bloody pulp.

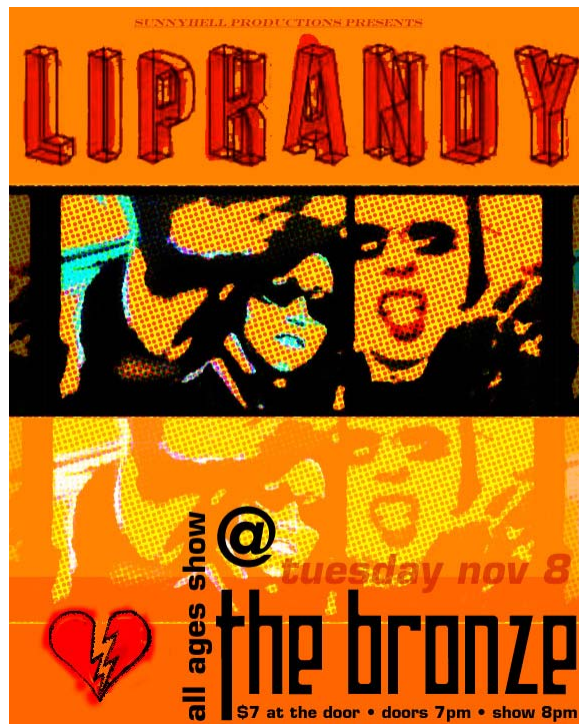
Meanwhile, the goons should be defeated, and while the cast is trying to decide what to do with them, Anya will remind everyone that there are big snake demon-y things slithering through Sunnydale, so they should hurry the heck up. She will offer up the idea that the Ophidians are heading to The Bronze (because, hey - where else do demons go for a snack?) if no one else offers it up.

Ophidians, Round 2

The scene at The Bronze is a chaotic mess, with people running around screaming, and all the exits blocked by snake demons. The cast should be able to muscle their way into The Bronze with ease, and then try to defeat the Ophidians.

There are a total of eight Ophidians. The attack with their claws and try to bite. Normally the snake demons are lower profile, but they are half insane with hunger now. They have managed to round up a couple of humans and are in the process of trying to get more. They have not thought pass the "need to eat" stage yet. The

Ophidians will be more aggressive and will not retreat. This time all will have to be killed.



The Ophidians will go after whomever they perceive to be the strongest. Their senses tell them that Spike and Anya are no good for eating and will ignore them unless they attack. Spike and Anya are immune to the Ophidan venom, but no one else is. Tara can heal the poison with her touch, but only one per hour. Otherwise it is the hospital and fast for anyone else. Of course as the case may be Tara may not remember that she can even heal people.

Do we have to Spell it Out?

That's one problem down - now the cast has to figure out what to do with Tara and Kara. Kara is very concerned about Tara's increasing inability to stay "herself" and to keep Candy from taking over. Anya will point out that the longer this problem remains unsolved, the more and more like Candy Heart Tara will become, and thus

lose her own personality. Anya will say that she is uncertain as to whether or not destroying the ID will solve the problem - the magic surge is a wildcard here, and she can't be sure of the effects. For all she knows, Tara's life force is now tied into the ID, and destroying it would kill her. On the other hand, Anya also points out that Candy is dead, so if Candy takes over completely, it's possible that Tara will keel over on the spot. The problem is, as Anya sees it, that they have three identities (with Kara having taken over Tara's fabricated identity, Tara being herself but legally dead, and Candy taking over Tara), and two people to distribute them to. Candy has to take over somebody.

Let the cast throw around suggestions for a little while. They should have figured it out by now, it is really a simple problem. If they can't come up with the answer bring in Kara. Kara has an idea, but she is unsure if it will work - and if the cast fails to come up with a better alternative, she will announce that she has a plan, but they have to go to the graveyard. Use your own judgment as for whether or not Kara will accept an alternative plan based upon the nature of that plan. From Kara's point of view, Tara doesn't have much time, she (Kara) shouldn't be there anyway according to what she's been told, she is the older sister and it is her duty to protect Tara, and she promised their mother to do everything she could to keep Tara safe.

Kara will be very vague about her plan, but should convince the cast to go with her to the graveyard. Once there, the goons come back. If Tara has already made the call to Tatsu, they are quickly followed by another set of Japanese gangsters. One man, who seems in charge, asks what is going on. Tara will turn to him and say, "Konchi-wa Tatsu-san." Then, she begins to rattle something off in Japanese. Have Tara's player relate what she would say in these

circumstances. She needs to convince Tatsu that she is Candy, though Candy is dead (Tatsu knows that) and these are the two men that did it. Also (and provide this note to Tara's player) that they (Dumass and Dickweed) have been laundering Tatsu's money through their casino and skimming off the top.

The man will turn to the other gangsters and say something to his men. The Yakuza will take Dumbass and Dickweed and put them in their car. Tatsu will then bow to Tara and hand her a plain business card with just a phone number on it - this is his marker, and Tara can call in a favor at any time she chooses. Whether or not she ever calls in this favor is completely up to the player.

You should point out to Tara's player that she is feeling less and less like herself - she is even having trouble remembering everyone's names (except Willow). Meanwhile, the cast is starting to gain some more vague memories of Kara. As Tara becomes Candy more and more, Kara will get frantic, panicking really, saying that she can't lose her sister - that Tara is too important to her, and to the world, to be lost. She will hurry everyone to the site of Tara's grave (bonus drama points to anyone that acts appropriate at being at Tara's grave). Kara will mention now that she knows what to do as they head for the grave - that her mother had taught her a spell that could help, but they can't do it here. If asked about the nature of the spell, all Kara will say is that her mother taught it to her when they were alone and told her that she'd know when to use it - and that she hoped she would never ever need it.

Once at the grave, Kara will smile and say, "Wait - I've always wanted to do this." She will then proceed to grab whichever male character is a PC and kiss him passionately. If all the male characters are NPC's, she will kiss Giles. She will give

him a coy smile, and then get very serious again. After that, Kara will start preparing the spell. If Willow, Tara or another cast member suggested the spell have them take their positions in the circle. If it was Kara's idea the outcome should remain unknown to the cast.

Kara will grab Willow's hand and Tara's. She will begin the casting. Her magic statistics are the same as Tara's at the end of Season 5. Willow adds +3 to Kara's rolls, and Tara adds +1 (she is loosing to much of herself to add anymore).

Before she begins the spell, Kara will turn to Willow and say with a slight smile "You hurt her, I'll haunt you for the rest of your life." She turns a little sad and looks at Tara, "do you think Mama will know me?" She then closes her eyes and starts the spell. She finishes chanting and says quietly, "Mama? I kept my promise." At that, she will say the last lines, and she will disappear in a bright flash of light. When the light clears, the tombstone now reads:

Kara Maclay

Nov. 7, 1980 – May 7, 2002
Beloved Sister and Friend

Once this is complete, the ID disappears from Tara's possession, and is lying harmless on the ground where Kara had stood. In addition, Tara feels completely like herself again, and the cast has both the memories of how the last few years actually happened, as well as some memories of Kara.

Inform the cast that they feel that Kara got her wish.

Epilogue:

Tara bowed her head, her fingertips grazing the smooth gravestone, tears slipping down her face.

"I love you," Willow said softly, kneeling next to Tara and wrapping a comforting arm around her shoulders, even as tears stung her own eyes. "And we all loved her," Willow said gently.

"It's so strange," Tara said, shaking her head and wiping at her eyes with both hands. "I remember things twice, like - once with Kara and once without, y'know? She was there my whole life, but - but I can remember being little and just wishing and wishing that I had a sister."

"And that just makes your memories of her more special," Willow said gently, brushing hair out of Tara's face. "Because you know what it's like to want a sister so badly. Does that make sense?"

"That's it exactly," Tara said, a tremulous smile on her lips. "It's like I had her, and I knew what I was missing at the same time. Do you think Dawn's okay?"

"Dawn? I, umm ... I think we're all wondering if you're okay, baby," Willow said softly, looking into Tara's eyes and aching at the fresh pain of new loss she saw there.

"No, I'm not okay," Tara said, shaking her head. "My sister passed away," she said, a sob shaking her form. "That bastard shot her, and if he were still alive, I'd -"

"Don't say that," Willow said, her voice cracking on the words. "Don't you ever say that. You don't mean it - I know you don't mean it. Because I know, and I've been there, and I spend every day wishing there was a way to take it back."

"Oh, baby, I'm sorry," Tara said. "I just ... I hate him. I hate him for killing her - but I know he didn't, because she was just here, and I got to see her one last time, but -"

"I know," Willow said, pulling Tara into her arms. "I know," she said, rocking Tara gently.

"She was like Dawn," Tara said softly.

"What, sweetie?" Willow asked, her brow furrowing.

"She was like Dawn," Tara said, a sad smile playing on her face. "I'm worried about her, and about Kara. Is she with my mother? Does my mother remember her? Does she know her? And Dawn - what if ... what if she sees this whole thing as a reflection on her - on how real she is?"

"I think ... I think from what you've said, your mother would love Kara and take care of her, even if she didn't know her. You know? And Dawn - Dawn sees how much you love Kara and she knows exactly how real she is. Love is the realest thing in the world," Willow said, choking up a little.

"But ... Kara died for me," Tara said, guilt weighing heavily on her heart. "She died for me, and ... I wonder if Dawn thinks that we think it's okay that the 'unreal' sister died. Like, it was an acceptable loss."

"I don't think this is a case of the unreal sister dying for the real sister," Willow said. "I think it's the big sister doing everything they can to protect the little sister. Kara said that's what big sisters are for."

"Five minutes," Tara said, laughing shakily and wiping away new tears. "She was five minutes older, Willow."

"And she never let you forget it," Willow said, ducking her head a little to look into Tara's face. "Remember the time your family came on your birthday? How surprised I was to find out you had a twin sister?"

"You mean when you kissed her?" Tara asked with a little smirk.

"You knew about that?" Willow asked, her eyes widening. "I didn't - I mean, I did, but ... I knew right away, well,

at least as soon as our lips touched - not that there was much touching, just a second - just long enough for my lips to tell my brain that whoa! That's not Tara! And then I jumped back, and I was all with the pointing and the ..."

"I believe you snuck up behind her, tapped her shoulder, then kissed her. Then you jumped back and yelled 'But ... but ...! You tricked me!'" Tara said, holding her stomach as she laughed. "And then she said that she guessed I was out at college and I had a girlfriend, or a really really brave stalker. And then she patted you on the cheek," Tara went on, laughing harder as Willow reluctantly joined in. "And she said I was lucky 'cuz you're cute, and a good kisser."

"God, I can't believe she told you that," Willow said, laughing harder.

"I can't believe you didn't!" Tara said, mock-accusation in her eyes.

"I was just about to," Willow protested.

"I miss her," Tara said, her laughter fading as she looked over at the gravestone. "I really only spent, what? A day, tops, with her? But I miss her."

"I miss her, too," Willow said with a sigh, reaching into her pocket and pulling out a pebble. She placed it on the grave and touched the 'K' on the headstone, her heart aching for the loss of the woman who looked so much like her love, even as she was thankful to have Tara alive and breathing beside her.

"I need to know why," Tara said suddenly.

"Why what?" Willow asked, seeing a steely resolve come into her lover's eyes.

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

low.

"Just love," Willow said, taking Tara's hand, even knowing that, on the Hellmouth, answers were never that simple. Why *had* Tara been allowed to stay? And when whatever purpose had been fulfilled, would she be taken away again? Silently, she vowed to Kara to keep Tara safe and whole - to honor the sacrifice she had made so that she and Tara could be together.

They embraced, their eyes closing as they sought comfort in each other's arms, missing the glint of light off of dull bronze in the distance.

A figured encased head to toe in armor gripped the broken sword tighter in his left hand. It looked down and regarded the space where his right forearm had been before looking up again, his gaze finding two young women sharing their grief.

Wrap-up

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

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

In particular the players of Tara and Willow (and maybe Dawn) have the best chance of earning the most drama points. Giles, Xander, Spike and Buffy the most experience points. If Anya is a PC she should be kept to the guidelines above.

New Monster

Ophidians

Motivation: Eat humans

Critter Type: Demon

Attributes: Str 7 Dex 6 Con 6 Int 2 Per 2 Will 5

Ability Scores: Muscle 20 Combat 14 Brains 15

Life Points: 70

Drama Points: 1

Special Abilities: Armor Value 10 (scales)

Qualities: Hard to Kill 3,

Dodge: 14

Claw: 16 18 dam Str x 3

Bite: 15 21 dam (Str + 1) x3, Poison

Tail slap: 15 14 dam

Ophidians are said to be a young race by demon standards, thought to exist only for the last 3 or 4 thousand years, since early Egyptian times. They are an isolationistic race, known to spend time only with their own kind, and have little regard for other demons. While most demons are decidedly carnivorous, the Ophidians are one of a few whose diet is thought to consist solely of the flesh of human beings. It is known that almost all Ophidians worship some sort of a serpent deity, but whether this is Set or Leviathan is unclear.

These Ophidians worship leviathan, but it can't be a coincidence that many also worship Set and the cast just dealt with Set.

New Spells

Magic Missile

Quick Cast: Yes

Power Level: 2

Requirements: Witches and Warlocks need only shout "dissolvo." Other magicians also need to meditate for one minute.

Effect: A ball of light shoots from the caster's hand and shoves the target one foot per Success Level rolled. This spell could knock someone down or push them free from someone who was holding them. It normally does no damage, but if the target is shoved into a wall or some other hard surface, she takes double the casting roll's Success Levels in Bash damage.

Note: This is the spell Tara used in "Bargaining". It is assumed that Kara has it as well.

Sleep

Quick Cast: Yes

Power Level: 1

Requirements: Command word calling on the gods of sleep (Hypnos, Morpheus, or 'the Sandman') and a bit of sand.

Effect: Target must make a Will check. If failed the target falls into a deep sleep for one hour per level of sorcery skill.

Note: This spell is known to both Tara and Kara.

Undo Spell

Quick Cast: Yes

Power Level: 5

Requirements: Witches and Warlocks need only to command that the spell be ended.

Others need to concentrate on the spell for 1 minute per power level of the original spell.

If the caster does not have the sorcery levels required she can bring in other casters.

Effect: Undoes one spell or magical effect. Since the magical effect is not natural, the magic is easy. But the witch needs to be able to overcome the level of the original spell as a resisted check.

Note: Willow used this spell in season 5 to return the two Xanders to their natural state.

Supporting Cast

Candy Heart

Character Type: Human

Motivation: Please Tatsu

Abilities and Attributes: Candy superimposes herself on top of Tara. So here physical attributes are the same.

Tara does gain the following bonuses and minuses when she is in “Candy mode”.

Dexterity: +2 to Tara’s 2 (making it 4)

Sorcery: -3 to Tara’s 3 (making it 0)

Acrobatics: +3 to Tara’s 2 (making it 5)

Crime: +4 to Tara’s 0 (making it 4)

Languages, Japanese: +4 to Tara’s 0 (making it 4)

Occultism: -4 to Tara’s 4 (making it 0)

Candy Heart was just another girl lured away from the light by the glitz of fast easy money and hanging with an “in” crowd. She had some decent acrobatic and dance ability, an insatiable sex drive and lewd behavior. She found that these were excellent qualities for stripping in the night clubs of Vegas. Soon even this life lost its luster for her. Her scumbag boss was pushing her into working in porn till Tatsu, a Japanese “business man”, came to see her dance.

He was impressed with her intelligence, good looks and her ability to speak Japanese.

He quickly hired her out and began to use her a “mole” to spy on other gangs. She would go there, do her show and find out anything she could. It was exciting, dangerous, and it made her a lot of money. That is one day she found out the wrong thing (that these two small time hoods were stealing from Tatsu) and was rewarded with a bullet.

Now Candy is dead and her soul has gone off to its reward. Her personally, or rather

aspects of it, now live on in her driver’s license.

Playing Candy: At some point in the game Tara’s player will play Candy, or rather the stereotypical personality patterns overlaid on the top of Tara’s personality.

When the surge hits and Tara gets Candy’s ID, she begins to take on some of Candy’s more erotic personality traits. Namely, Candy’s desire to please Tatsu manifests itself as Tara’s desire to please Willow. Candy was an exhibitionist, a flirt and quite possibly an honest nymphomaniac. All of these in one form or another manifest themselves in Tara. Tara though is not just handing out lap dances to anyone, neither did Candy, but she is focused on Willow. Even when Tara can’t remember anything else about her life she will not forget Willow.

Candy knows Japanese and has Tatsu’s cell phone memorized. She was supposed to call him if she ever got into trouble.

Bonus Drama points should be awarded not only for the good role-playing of Candy, but good reactions to her as well.

Kara Maclay

Kara's character sheet is presented at the end of this adventure in BTVS-RPG format. Her personality is similar to that of Tara's, but she has a strong sense of protecting Tara. She likes Willow, but does not trust her.

Playing Kara: At some point in the game Tara's player will play Kara. Until the cast tells her otherwise, Kara will believe that she is Tara's older (by five minutes) sister. She does have quite a few holes in her own memory and the cast will also only have vague recollections of her. This changes as time goes by. The longer Kara is present the stronger her memories get and the stronger the memories of her become.

Kara loves her little sister, but she does not trust Willow at all. She thinks that Willow could be bad for Tara. She does like Willow and she sees the love the two have is a strong one, but she had promised her mother she would protect Tara.

Kara's spell-casting ability is the same as Tara's during Season 5. She knows many of the same spells Willow and Tara do, but she did not (in her mind) practice with them.

History According to Kara: Kara came to Sunnydale on her and Tara's 20th birthday. When Tara stood up to their father, she remained behind. She was taking classes and soon became the head of the campus Wicca group. She only very occasionally worked with the Scoobies. When Tara was brain sucked by Glory, she blamed Willow. Up to that point they had been friends. When Willow turned to darker magics she was going to convince Tara to leave her, but Tara had made that decision on her own. When Willow and Tara got back together, Kara was furious. She went to the Summer's home and argued with Tara while

Willow was showering. Tara stormed off to cool down (no one made her as mad as her sister did) while Kara went upstairs to argue some more with Willow. Willow was dressed and Kara was about to say something to her when she was shot by the Warren fired, Set influenced, "magic" bullet. Willow thought it was Tara and went on her rampage. Tara came back to apologize to Kara for losing her cool only to find Dawn sitting with Kara's body. They arranged for the morgue and the police inquest unaware of what was going on. When Tara found out, she talked Willow out of destroying the world. When Willow was shipped off to England for detox, Tara had to remain home to arrange for her sister's funeral and burial. Calls to her family went unanswered.

Bonus Drama points should be awarded not only for the good role-playing of Kara, but good reactions to her as well.

Dickweed and Dumass

Motivation: To make money, get “made”.
Critter Type: Human gangsters
Strength 3, Dexterity 3, Constitution 2,
Intelligence 2, Perception 2, Willpower 3
Life Points: 30
Ability Scores: Muscle , Combat 5, Brains
Drama Points: 3
Drawbacks: Adversaries (law, Tatsu) 5
Skills: Crime 6, Driving 3, GunFu 5,
KungFu 2
Maneuvers

Name	Score	Dmg	Notes
Dodge	5	—	Defense action
Grapple	7	—	Dodge resists
Kick	4	8	Bash
Punch	5	6	Bash
Gun	8	18	Big Ass Gun

Dumass and Dickweed are two human gangsters. They are not the brightest lights on the Christmas tree, but they have stayed alive this long. Right now they are playing a dangerous game with a Yakuzza boss, Tatsu. They are laundering money for him and skimming a little too much off of the top.

Murl, The Demon Forgery Expert

Motivation: To make an ‘honest’ living providing a much needed service.
Critter Type: Demon
Strength 6, Dexterity 5, Constitution 6,
Intelligence 4, Perception 3, Willpower 3
Life Points: 70
Ability Scores: Muscle 18, Combat 15,
Brains 9
Drama Points: 5
Qualities: Contacts 7, Hard to Kill 8,
Sorcery 4
Drawbacks: Demony form (unattractive –1)

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Skills: Crime 7, Influence 5

Maneuvers

Name	Score	Dmg	Notes
Dodge	15	—	Defense action
Grapple	17	—	Dodge resists
Kick	15	14	Bash
Punch	16	12	Bash

Murl is not a fighter. He just wants to do his thing. And that thing is crafting false IDs so demons can interact in the human world. He has many contacts in both the demon and human underworlds and he charges quite a bit for his services (ask Clem how much his “Blockbuster” rental card cost him) but the demons pay because he is the only game in town.

Murl avoids combat whenever he can. Not because he is afraid or can’t he just does not want to damage his hands or any of his eight fingers on either hand.

Murl can do magic, but it is limited to altering the IDs he makes.

Yoln, The Pillager, The Pit Fiend, The Hand of Leviathan, The Shadowreaper

Yoln only appears briefly in this episode. He does not engage in any combat since his primary goal is to obtain the broken half of his sword, Pillager. Avoid having him come into any contact with the cast.

SPECIAL NOTE: Yoln, while corporeal, actually has no physical shape, all that is left of him is his pure will. He is physical as long as his will is in the armor. He is bound to it in the same way we are bound to our bodies. But if you were to open up his helmet for example, there would be nothing there.

Buffy

the vampire slayer™
roleplaying game

LIFE POINTS 26
 DRAMA POINTS 20
 EXPERIENCE POINTS



CHARACTER NAME Kara MacLay
 CHARACTER TYPE White Hat
 DESCRIPTION _____

ATTRIBUTES

STRENGTH	<u>2</u>	INTELLIGENCE	<u>3</u>
DEXTERITY	<u>2</u>	PERCEPTION	<u>3</u>
CONSTITUTION	<u>2</u>	WILLPOWER	<u>4</u>

SKILLS

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

USEFUL INFORMATION

INITIATIVE (DIO + dex) _____

PERCEPTION (DIO + per + notice) _____

QUALITIES

Attractiveness +2 Sarcery 3

DRAWBACKS

Adversary (Assorted) 3 Emotional Problems
 Obligation (Tara) 4 Misfit
 Minority (Wicca) - _____

COMBAT MANEUVERS

MANEUVER	BASE SCORES	DAMAGE	NOTES
Dodge	4	—	Defense action
Magic	11	Varies	By spell
Telekinesis	7	•	Bash or Slash/slab

• 2 x Success Levels

NOTES

SUCCESS LEVELS TABLE

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADQUATE
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	



THE DRAGON AND THE PHOENIX

Tara's lips quirked into a smile as she saw Willow's eyes grow as wide as saucers. And then, her torturously slow fingers undid the third button on her blouse, displaying the edges of her bra and an abundance of cleavage as she straddled Willow's legs.

Her arms found their way around Willow's neck as she gyrated her hips to the music and leaned in, feeling Willow's hot breath against her breasts.

"Sit on your hands, Sweetie," she murmured into Willow's ear when she felt an insistent tugging at her shirt.

She was dead and buried. But the Powers have seen it fit to return Tara Maclay to the people that she loved and loved her.

Of course no answer is simple. Who is this man in armor dealing with demons? Who is this girl that looks like Tara? Why is the mob suddenly interested in them? And what exactly has gotten into Tara?

This is the fourth freely available complete BtVSRPG adventure and the first by Sassette, author of Willow and Tara fanfiction, notably "Answering Darkness" and the "Vignette" series. Sass has been playing role-playing games for years, this is her first episode for the Buffy RPG.

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

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

Episode 4: Identity Crisis