

THE MAGIC BOX

Buffy

the vampire slayer™

roleplaying game

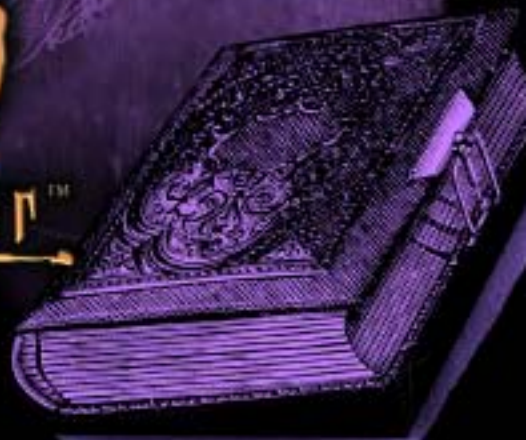




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Buffy is hip and tuned in. No *Buffy* game would be complete without a slew of pop culture references. These references are intended solely to help players capture the look and feel of *Buffy* in their games. No violation of copyright or trademark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

Eden Studios

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*In every generation
there is only one slayer
Get home before dark*

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I The Witchy World

Willow: I mean, I'm not a full-fledged witch. That takes years. I just did a couple pagan blessings and . . . a teeny glamour to hide a zit.

Buffy: Does it scare you?

Willow: It has. I tried to communicate with the spirit world, and I SO wasn't ready for that. It's like being pulled apart inside. Plus I blew the power for our whole block. Big scare.

—3.2 Dead Man's Party



Ah, that magical mojo . . .

Magic in the Buffyverse is a rare and wondrous thing. Rare in the sense of any schmoe with the right books, or even some wrong ones, can gather candles, herbs, incense, and chalk and start spell-slinging. Rare in the way a niche market of perfectly legal specialty magic shops is complemented by a thriving black market of mystical tomes and artifacts. Wondrous in the sense of a high potential for miscasting with horrible side effects, proper castings with unpleasant side effects, or proper castings with misinterpreted goals. Wondrous in the way insidious mystical forces may worry their way into a person's soul and strip it of reason, judgment, and compassion—leaving only the power triumphant.

Okay, so maybe “rare and wondrous” is a bit overstated. Magic is powerful and available in serious measure only to the right person with the right knowledge. It is dangerous and unpredictable. It can be a life-saver and world-beater or it can threaten our very existence. With all that, it pays to learn a bit more about it and its uses. Unless of course, you're evil or a complete spaz. In that case, it pays to keep far, far away.

For all the rest, we present a glorious tome of magical knowledge. Well, a colorful and helpful tome of good stuff for the *Buffy the Vampire Slayer Roleplaying Game (BtVS RPG)*, anyway. We've combined background from the show with our own creative meanderings, sprinkled in some quotes, stats, and suggestions, painted symbols in all the colors of the rainbow, mumbled some questionable words in an ancient language over the pages, and concentrated real, real hard. For your sake and ours, we hope we got it all right . . .





SUMMARY OF CHAPTERS

Jonathan: What are we gonna do about Buffy? You know sooner or later, the Slayer's gotta come after us.

Andrew: Bring her on.

Warren: We could, uh, we could hypnotize her.

Andrew: Make her our willing sex bunny.

Jonathan: I'm putting that on the list!

—6.4 *Flooded*

The *Magic Box* covers a bunch of stuff. We break it down for you nice and simple though. Here's how.

Chapter One: The Witchy World includes the usual opening remarks, speculations on the history of the supernatural, specifics on magical organizations and their use, as well as a rundown on a few of the latest and most potent mystical Adversaries.

Chapter Two: The Magical You reveals many more choices for magical Cast Members. New backgrounds, Qualities, and Drawbacks are discussed. A new group of Archetypes and an update on a few magical favorites from the Original Cast round out the chapter.

Chapter Three: The Art of the Arts presents new game rules for magic. From power boosting to virtual magic to magic pushing to varying side effects based on intent and more—it's all there to enhance your game.

Chapter Four: Magic, Light and Dark is a full-fledged Buffyverse grimoire. All the spells from the Series that're fit to print, we say.

Chapter Five: Beyond Magic covers psychics and super-science, two types of mystical effect often encountered in the Buffyverse, but different enough from magic to get their own chapter.

Chapter Six: Orphan Trouble is a ready-to-run *BtVS RPG* Episode in which the new kid on the block is far more naughty than nice.

The **Appendix** includes a handy guide to potential spell elements and conversions notes for importing regular **Unisystem** metaphysics to your *BtVS* Series.

CONVENTIONS

Walsh: They do have keen eyesight, however. You might want to be suited up for this.

Buffy: Oh. You mean the cammo and stuff? I thought about it but, I mean, it's gonna look all "Private Benjamin." Don't worry I've patrolled in this halter many times.

—4.13 *The 'I' in Team*

We have taken certain liberties here to make this book easier to follow. Do try to follow along.

TEXT

Pages look different depending on what's going on. As words make up the bulk of what's in here (hence the appellation "book"), you can bet that when the words change their look, something important just happened. The stuff you are reading now is standard text. It covers general explanations and narrative sections.

Buffy (to Giles): You're like a textbook with arms.

—1.1 *Welcome to the Hellmouth*

It's those pithy sayings that make the *BtVS* TV show so engaging. Anyway, as you probably noticed, quotes appear like this with the speaker's name up front. The citation includes the season and episode separated by a period, and the title just after.

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 OF MAGIC AND THE SUPERNATURAL

Dawn (reading): Age of Levitation . . . War of the Warlocks . . . (flips pages) Resurrection—A Controversy Born.

—5.17 Forever

The *BtVS* TV show has shown us that magic is exceedingly old, that demons walked the Earth before humanity, that purebred demons are horrific creatures that are almost never seen in our world, and that vampires were able to remain on Earth as a human-demon hybrid. In the history of magic and the supernatural area, that's about the extent of what we know for sure.

Obviously, that's just not good enough for us. So we've taken the liberty of expanding those ideas and providing a somewhat more comprehensive overview of things. Some of you may want to keep your player's prying eyes off this stuff! Your best bet, however, is to use what follows as the generally available knowledge about supernatural stuff—then veer off as needed. You can always chock it up to mistranslations, misleading passages, and malicious sources (magic info source types can, and do, lie, y'know).

So enough with the disclaimers! It's time for a short history lesson. Don't worry, you won't be tested on this . . .

GENDER

You English majors know that the guy reference (he, him, his) is customarily used for both male and female. Lots of folks think that's part of the whole male domination societal thing, and don't like it muchly. On the other hand, saying "he or she" all the time is clumsy and way-too-PC for us. Given that this is a book about Vampire Slayers—you know "the one girl in all the world who . . ."—we're going to use the gal reference (she, her) whenever a generic designation is needed. That ought to wig out some tightly wrapped grammarian somewhere.

MEASUREMENTS

Buffy is in California and, until it rolls off into the ocean, the left coast is part of the U.S. So, we are going parochial and using the Imperial system. For our worldly aficionados, rough conversions may be found by multiplying miles by 1.5 to get kilometers (instead of 1.609), equating meters with yards (instead of 1.094 yards), halving pounds to get kilograms (instead of multiplying by 0.4536), and so on. The *BtVS* RPG is about story and dialogue, not statistics and dimensions. All that measurement stuff won't come up very often.

So, without further ado, let's make with the mojo!

canon alert

The following supernatural history of the Earth, while completely consistent with the information actually presented on the show, is some serious conjecture. None of it is implausible, but it's largely a creative exercise on our parts. We've pulled from historical materials, occult sources, and our own fevered imaginings. We present it as potential background material for devising your own storylines and to provide some context to the Buffyverse. You have been warned.

Also, please realize that this information is not the only possible history based on what we know from the show. If you have other interpretations based on your own viewing of the show and outside sources, don't let us intimidate you (believe us, intimidation is not our forte). Your own views are entitled to as much weight as ours, and can easily be sprinkled in as supplements or replacements.





ANCIENT TIMES

Giles: All that remains of the old ones are vestiges, certain magicks, certain creatures . . .

—1.2 The Harvest

Long before humanity walked the earth, way before life even evolved, our world was the domain of all manner of horrific and terrible purebred demons. These True Demons worked magics greater than any that have been known since—mighty palaces floated in the air, entire mountains were leveled in the heat of battle, and on more than one occasion demons pulled down huge meteors from the heavens to destroy their rivals.

According to Giles' sources, the demons "lost their purchase on this reality" over time. Now, that may have just been an evolutionary thing where the faster breeding humans gradually overcame the great individual might of the demons. We prefer to think that it was something more drastic, exciting, and heroic. Wouldn't it be a solid testament to human spirit if a group of powerful shamans gathered together and cast a mighty invocation that pretty much banished the demons from our world? That would work nicely for the Watchers—they could claim descent from this group of shamans. Then again, so could several other magical organizations.

One of the last demons to go was a predatory entity that fought against fate. Assuming powerful banishing magic resulted in the end of the demons' reign, perhaps it was sheer desperation that enabled it to merge with a human being. The human's body became a vessel supplying a form, memories, and a dark and twisted version of its personality. This terrible hybrid was the first vampire, and she soon created more of her kind. According to Anya's remarks, other demons devised similar methods to sacrifice power (becoming lesser demons) in order to remain on Earth.

Given their ties to humanity, let's assume the first vampire and these other demons could not be banished by any other spell. On the other hand, these critters were unable to keep the eldest magics alive, as they lacked the magical prowess of the purebred demons. Indeed, it seems that many were wholly stripped of magical abilities. From that point on, both humans and monsters had to make do with psychic powers and the limited magics that a few gifted shamans could learn and pass down to their students.

Regardless of how the demotopia ended, one of the magics that did remain was summoning. Always one of the easiest and most powerful forms of magic, summoning allowed many demons to remain on, or return to, Earth as long as they could find a helpful (or overconfi-

dent) summoner. Some were content to work the summoner's will and return home after having caused the requisite amount of death and destruction. Others wished to leave their hell dimensions behind and asked as a price for their summoning that they be allowed to live on Earth. Although it appears the greatest demons and demon-mages cannot be, or have not successfully been, summoned (at least as far as we know), a number of magically oriented lesser demons could have been called to provide some tutoring. Clearly, there's no shortage of foolish humans anxious to make deals to learn even greater magics from these beings.

Given the vast demon knowledge and the potential for it to have come into human possession, it's entirely possible that the first human writing was derived from demonic scripts. These early forms of writing could have been used to record the complex spells and elaborate diagrams that the most difficult magics demanded. Many of the early mortal rulers and almost all of the great priests and priestesses could have been powerful magicians. This would help explain the fantastic powers attributed to some legendary figures. Being as ambitious as humans can be, these folks no doubt used their magics to gain the loyalty of their subjects by performing miraculous deeds, or to smite their enemies and cause all of their subjects to live in mortal fear of their wrath.

As we have seen, magic use is not without its share of trouble. The study of magic probably led some of the brightest (and perhaps more cautious) magicians to other forms of learning that were safer and more reliable. While magic was of great use to individuals, knowledge of medicine, agriculture, astronomy, and metallurgy were all more widely useful and required far less risk than calling upon dark and ancient forces that could easily turn on their wielder. Summoned demons could have been of some use in those areas as well, but it may have just been the concept of higher learning and power over the environment that inspired ancient Dexters to develop those sciences.

By the time the Romans and the Chinese each ruled great empires, historical records make clear that magicians were no longer in charge. Again, given the downside of magic, it's easy to assume their excesses and the unreliability of their power caused most people to fear and distrust them. But power is not discarded readily. No doubt many of the remaining mages cast their spells and worked their will in secret. Those more desiring of creature comforts could pledge themselves to emperors, warlords, and nobles, gaining great favor only as long as their spells continued to work. The penalty for a few spectacular failures, however, could easily have been sudden poverty or a lingering and painful death.





During the Middle Ages, the collapse of the Roman Empire and the insular nature of the Chinese Dynasties may have allowed a few small magician-run kingdoms to thrive for a time—some could have used armies of terrible demons instead of mortal knights or warriors. With the rise of monotheistic religions and nation states in all regions, however, such realms would be the primary targets of allied powers. It's one thing to fight with your neighbors for god or country or just a bald land grab. It's quite another if some ruler nearby is sending forth tentacled, scaled, horned, or mucus-wielding inhumans. Tales of these battles and the destruction of these dark lands passed into legend or were extinguished (either purposely or by lack of historical recording—except in certain, highly prized tomes). Meanwhile, the more private magicians, Witches, and Warlocks learned to hide from the wrath of the Church and the fear of the common people.

It's easy to see that governments and other large organizations would naturally distrust magicians. Those folks can turn the king or the president into a horny toad with a few words and a gesture, slay people in their beds by performing secret rituals miles away, mess with minds and investment choices, or otherwise exceed human capacities in an unpredictable way. While they may be useful, magicians are also exceedingly dangerous. As a result, the kings and priests, lords and warriors, colonists and natives would ruthlessly hunt down everyone who used magic. As usual with mass human endeavors, no one bothered to work up any guidelines, procedural methodologies, or implementation strategies for distinguishing the actual bad magicians from mostly good spellcasters—or even the great number of harmless village healers and midwives who used simple spells to remove warts, aid births, and speed the healing of wounds. For that matter, the witch hunters didn't split too many hairs even when magic was wholly absent in the victim. The 16th Century saw one of the most well known of these anti-magic pogroms. Many tens of thousands of Witches, Warlocks, magicians, and complete innocents were killed, often by being burned alive. Clearly, that was not the only, or perhaps even the biggest, of the campaigns.

Any number of these "burning times" may have been intentionally created or fanned by demons using their powers to turn ordinary people against all forms of magicians. 3.1 Gingerbread provides ample evidence of this MO. If demons were indeed responsible, their actions were no doubt motivated by many concerns. The most likely is that a demon or a phenomenally powerful magician wished to eliminate most Witches and

Warlocks, or perhaps a particular spellcaster (the others were just an added bonus).

In the aftermath of these horrors, magic became limited and highly secretive in practice. It was probably most prevalent as a pastime of the educated upper class whose money and status kept them above suspicion. Other groups of closely knit families and covens of Witches and Warlocks practiced warily, and only shared their secret knowledge with people who had succeeded in the difficult task of gaining their trust.

Eventually, the magicians grew so good at hiding that both governments and common people forgot that they had ever really existed. The great magicians of old were assumed to have been skilled tricksters and con artists. Most likely, some with true power used their abilities to encourage these views and impose them on the recalcitrant. They found no lack of ready and willing adherents to help spread the "message." For most people, magic has been relegated to children's stories and carefully hidden rituals.

MODERN TIMES

Giles: Uh . . . You don't seem exactly surprised by . . . Who are you?

Jenny: I teach computer science at the local high school.

Giles: A profession that hardly lends itself to the casting of bones.

Jenny: Wrong and wrong, snobby. You think the realm of the mystical is limited to ancient texts and relics? That bad old science made the magic go away? Mm? The divine exists in cyberspace same as out here.

—1.8 *I Robot, You Jane*

Today, like all other aspects of the supernatural, magic is something that few children and even fewer adults believe in. Within the last decade, however, the growing popularity of both the Wiccan religion and the prevalence of popular TV shows and movies featuring hip young Witches has caused many teens and adults to take a second look at magic. Books of actual spells are as rare as actual training in the dark arts though. In almost all cases, these would-be magicians try a few fake spells that could not possibly work and then decide to find a new hobby.

It's interesting to consider the ramifications of widespread ignorance of magic as applied to the Buffyverse. The lack of knowledge and training keeps many folks from messing with powers beyond their control. That



helps avoid serious bad stuff, like demons demolishing Sheboygan, vortices vacating Starbucks, or hexes making the Surreal Life even more so (though the last thing might not be classified a disaster, or even a problem). On the other hand, those who do muck with magic have little guidance, instruction, or regulatory volumes. Their efforts go wrong a lot, and such whammies most likely could have been avoided with a little helping hand. So perhaps we do need a governmental program for regulated magic use. Or maybe a group of experienced practitioners could set up a series of magical schools in old castles way out in the countryside. They could even compete in mystical athletic contests with school colors and uniform. On second thought . . .

It is true that astrology columns thrive in newspapers worldwide, and black cats, ladders, and Friday the 13th inspire superstitious dread. Even so, the idea that powerful and mysterious magicians can summon demons or curse their enemies is relegated to faerie tales, genre fiction, and the occasional movie or television show.

Most magicians are overjoyed by these events. The more savvy ones take note of former governmental projects like Bluebird, Artichoke, and MKULTRA and their treatment of psychics. The average practitioner has no desire to be either studied by creepy doctors with lots of needles or forced to cast spells by the CIA, the Mafia, or anyone else. To avoid getting offers they couldn't refuse and dealing with concerned parents and eager reporters knocking on their door at 3 am, magicians keep their activities secret. Any magician who doesn't is sure to be shunned by their fellows (don't want to be tarred as an associate). Witch burning isn't terribly common anymore, but we're not betting the farm on the rationality of a sufficiently provoked mob, whether the provocation is justified or not.



canon alert

The *BtVS* TV show never explicitly states that government organizations, like the Initiative or the one briefly glimpsed in 1.11 Out of Sight, Out of Mind, are proficient with magic. However, Marcie's "recruitment" and Sam's comments about shamans make it clear that the government (or certain elements) is somewhat clued in. Even so, governmental knowledge of magic and magicians is clearly not as widespread as knowledge of HSTs (unless, of course, all Initiative files were purged—and how likely is that?). You are free to assume that the U.S. government has a top secret Department of Dark Arts, but the information presented here goes with the assumption that the U.S. government is largely ignorant of magic. Conspiratorial awareness of the supernatural and the secret war behind the scenes is covered in detail in *Military Monster Squad: The Initiative Sourcebook* (plug, plug).

Also, as almost every experienced practitioner knows, humans aren't the only ones with an interest in magic. Any magician who is too open can easily find herself with demons knocking on her door asking for favors or offering to pay for services. While such askings and offerings may bring great rewards, failing to perform as expected is usually unpleasant or lethal. Anyone who seems too useful could find herself kidnapped or otherwise coerced into helping a demon. As anyone reasonable would expect, demonic captivity is even less appealing than a Mafia or Initiative cell.

That brings us up to date. We hope this little primer aids you in your magical journeys. Of course, we reserve the right to deny everything if it doesn't. You just can't trust those magical sources sometimes.

MAGICAL ORGANIZATIONS

Willow: You know nowadays every girl with a henna tattoo and a spice rack thinks she's a sister to the dark ones.

—4.10 Hush

While many magicians are solitary, covens and other magical groups are far from uncommon. Many spells can only be cast by two or more magicians, and any spell can be helped by the presence of other Witches (see p. 48), so lots of practitioners prefer working together.

Today, the most common form of magical group is the





Wiccan coven. Covens are groups of Wiccans who worship nature and work magic to help each other and the world around them. The central tenet in Wicca is “Do as you will so long as you harm none.” Unfortunately, most Wiccan groups contain a mixture of ecological activists and fluffy-headed poseurs. They like to play at being magicians but would be utterly terrified if confronted with real magic. The rare real Wiccan covens cannot be found via bulletin board posting about college pagan organizations.

Other magical groups tend to be even more secretive—finding one can be far from easy. Even if a Cast Member can find one, there’s also no guarantee that the members of the group will give her the time of day, much less access to their precious spell books. Membership in a group usually has two conditions.

First, a potential member needs to be the sort of person who will fit in with the group. For example, she must be a practicing and knowledgeable Wiccan to join a Wiccan coven, British and of noble blood (and perhaps even male) to belong to the hoity Order of the Stiff Upper Lip, and willing to sublimate her will to the demon lord Gremory to belong to Gremory’s demon cult.

In addition, the Cast Member must pass some sort of entrance test. This test includes being able to demonstrate magical knowledge, generally by successfully casting one or more spells. Though magical knowledge and prowess alone are not sufficient. Almost all Wiccan covens require tests of the candidate’s knowledge of Wiccan doctrine. Thus, a newbie must perform both a religious ritual and several spells before the rest of the coven. Other groups have different requirements, depending upon their nature and goals.

Any group that involves service or obedience to a wizard, demon, or other powerful entity almost always requires that a candidate for membership perform some act to demonstrate loyalty and obedience to their new master. Since anyone who has an entire cult of magicians devoted to serving her is likely not the best apple in the barrel, these tests often involve slaying one of the leader’s enemies or performing similar dubious acts. In the case of groups run by evil mortal sorcerers, the candidate is typically required to perform some illegal act, like kidnapping or murder, in the leader’s service. Having the candidate commit a serious crime ensures that she can’t attempt to leave or betray the cult without risking both magical and legal troubles. **Chapter Two: The Magical You** discusses the Magical Group Quality and Cast Members that belong to a magical organization (see p. 31).

MAGICAL ORGANIZATION TYPES

Xander: A surprising number of corporations whose chairmen and founders are former Delta Zeta Kappa’s are suffering from falling profits, IRS raids . . . Ooo, and suicides in the boardroom. Hmm. Starve a snake, lose a fortune. Boy, I guess the rich really are different, huh?

—2.5 Reptile Boy

The following classification of magical organizations is based upon the types of groups seen in the Buffyverse—several demonic cults, a couple of covens of Witches, and some goal-based and mutual aid organizations. These groupings are not exclusive though. While all of the personality cults seen have actually been demonic cults because the leader was a demon, a cult based upon a powerful non-demonic magician is also perfectly possible in the Buffyverse. Combinations are also possible—in a very loose sense, the three geeks of Season Six could be seen as a mixture of a mutual aid organization and Warren’s personality cult.

DEMONIC CULT: The group exists to serve the needs of a specific powerful demon. In return for these services—which generally include worship, human sacrifices, and various equally nasty activities—the demon provides the cultists with all sorts of nice benefits. These bonuses can include good luck, unnatural longevity, having the demon or one of its minions secretly slay your enemies, or access to dark magics. Demonic cults are almost always devoted to the pursuit of selfish and evil goals. Fortunately, these groups normally ignore outsiders unless they are either perceived as threats or are considered suitable sacrifices. The members of demonic cults don’t generally want to destroy the world. They want to get all the goodies (and not share) and don’t really care what they have to do to get those goodies.

GOAL-BASED: Goal-based magical groups are just what they sound like. Often they are composed of a mixture of both magicians and non-magicians who all share a common interest in the goal. Many members of goal-based magical groups are willing to die to achieve their goal—often that sort of willingness is one of the primary qualifications for membership. Depending upon your point of view, members of goal-based magical groups maybe selfless and dedicated martyrs or crazed fanatics. In either case, they can be formidable foes if anyone stands between them and their goal.





HIERARCHICAL ORDER: Some magical orders are really old—even more of them claim that they are. Think about groups like the Masons, with all their degrees and secret rituals. Now think about what they would be like if the people involved could actually perform magic. These organizations tend to be fairly rigid and not terribly accepting of newcomers or anyone who operates in an unfamiliar manner. Magicians who belong to such groups tend to regard anyone who is not in their group as an amateur or an incompetent.

MUTUAL AID: Like almost anything else, magic can be improved by teamwork (see p. 48). Some magicians work together to perform more powerful magics. Mostly, such mutual aid-based groups are loose associations of amateurs. However, they can also be highly focused groups working together to help each other become rich and powerful. The worst of these aren't much better than a demonic cult, but most are simply informal groups of magicians who like to work together.

PERSONALITY CULT: These groups are similar to demonic cults, except that some power-crazed human is in charge, instead of a power-crazed demon. Often, this difference doesn't mean much. While even the craziest megalomaniacs rarely crave human sacrifice as much as demons, there are many sorts of similar nastiness that they do want.

RELIGIOUS GROUP: Religiously based covens and orders are the most numerous types of magical groups. Examples might be orders of Catholic magicians, Taoist sage clans, and numerous magically skilled Wiccan covens. In the United States, Wiccan covens are now the most common of these groups. In almost all cases, these covens or other groups are small, wholly independent entities. While several groups claim to represent all of the Wiccan covens in the United States and maintain registries of members, none of these larger groups are either terribly stable or represent more than a small fraction of the magicians involved in such groups.

SAMPLE ORGANIZATIONS

Here for your use, enjoyment, and edification is a short list of magical groups that have shown up on the *BtVS* TV show. Of course, some additions and interpretations have been made to these groups. We just can't ever leave well enough alone!

This section wraps up with a non-canonical group, the Black Death. It has never appeared in any episode of *Buffy* but could be a potentially interesting Adversary.

Each entry has a number of components. We'll lay them out for you before we get started.

TYPE: The general nature of the organization (as sketched out in the previous section).

SOURCE: The *BtVS* TV episode from which the group hails.

NUMBER: The extent of its membership. This number is essentially guesswork on our part.

COST: The value as a Drawback or cost as a Quality if membership in that group is taken by a Cast Member during character creation or game play (remember that an in-game rationale is needed for the latter). For those who want to see the inner workings, the cost is broken down into its components, and points are assigned to each. This gives you a better idea how to cost out groups that you create.

LIBRARY: The scope of the organization's magical resources.

MEMBERSHIP: The requirements for membership as well as some notion of the vetting process.

DESCRIPTION: Finally, a couple of paragraphs detail some of the organization's background and nature.

Got it? Good enough.

DELTA ZETA KAPPA FRATERNITY

*Tom: We have no wealth, no possession . . .
except that which you give us.*

Brothers: Except that which you give us.

*Tom: We have no power, no place in the world
. . . except that which you give us.*

Brothers: Except that which you give us.

—2.5 *Reptile Boy*

TYPE: Demonic Cult

SOURCE: 2.5 *Reptile Boy*

NUMBER: Several hundred

COST: 3-point Quality—Occult Library (Minimal) (1), Good Luck 5 to each member (5), help members in need (-1), must obey leaders (-1), members cannot leave without permission (-1), group is wealthy (2), members must perform criminal acts (-2)

LIBRARY: The Delta Zeta Kappa Fraternity House holds one magical book, which contains the spell to summon Machida and several general prosperity spells.

MEMBERSHIP: Any wealthy Crestwood College man from a good family is eligible for membership. The leaders also do extensive checking to make certain that the prospective member is able to accept human sacrifice and demon worship as a legitimate price for a lifetime of good luck.



DESCRIPTION: Ostensibly a college fraternity at Crestwood College, Delta Zeta Kappa is actually a demonic cult devoted to the worship of the giant serpent-like demon Machida. Every year, on October 10, the members of this group must sacrifice three attractive young women to Machida. The demon devours these offerings alive and then bestows luck and prosperity on everyone who has ever belonged to the fraternity and taken part in the ritual that accompanies these sacrifices. For those interested in playing with or against these annual killers, all cult members are granted five levels of the Good Luck Quality. The fraternity members are bound together by both the oaths they take to Machida and to each other, and by the fact that each and every one of them is an accessory to multiple murders.

The oaths ensure that no member would ever attempt to inform outsiders about Machida and the sacrifices being made to him, or to put an end to the sacrifices. For game purposes, if the oaths are broken, all of the Good Luck provided to him by Machida transforms into a similar amount of Bad Luck. Also, if the sacrifices are not performed in a given year, the Good Luck turns to Bad Luck for everyone in the fraternity. As shown, the "lack of sacrifice" Bad Luck would become permanent if Machida is ever killed or if the cult disbanded and the sacrifices ended. As far as we know, only the top three members of the cult are actually trained in magic. They rarely use their magic to do anything except prepare the sacrifices and to summon and honor Machida at the appropriate time.

ORDER OF DAGON

Dawn: 'Wait—here's something. "Tarnis, 12th Century: One of the founders of the monks of the Order of Dagon. Their sole purpose appears to have been as protectors of the Key."

Spike: Brown robe types are always protecting something. Only way they can justify giving up girls.

—5.13 *Blood Ties*

TYPE: Goal-based

SOURCE: 5.5 No Place Like Home

NUMBER: Dozens

COST: 3-point Quality—Occult Library (Impressive) (3), help members in need (-1), teaching (1)

LIBRARY: Their monastery in the Czech Republic contains an Impressive Occult Library. Even so, members can only access it to perform spells to aid the group and its endeavors.

MEMBERSHIP: This organization is open to anyone willing to devote her life to protecting the Key. Only male members were shown on TV; females may be barred from membership.

DESCRIPTION: The Order of Dagon was a small monastic order located in what is now the Czech Republic. Founded in the 12th Century by a monk named Tanis and others, their sole purpose appears to be the protection of the Key, a mystical ball of portal-energy. For ages, it held no specific shape . . . until the monks gave it human form as Buffy's sister Dawn.

Tanis and the other monks may have discovered the Key before they formed the Order. In any event, the Key existed long before the monks found it—as Glory put it "just this side of forever." The monks thought they could harness the power of the Key for the forces of light. If they did so, it was not potent enough to hold off the powers of the hellgod Glory. In her search for the Key (her ticket home), she killed many—perhaps all—of the Order. If they still exist today, perhaps they have built up their strength from the time of their slaughter in Season Five.

Every member of the Order of Dagon swore to give his life to protect the Key. No doubt they worked and fought to keep the Key from falling into the hands of anyone would either misuse its power or attempt to destroy it. It may be that the monks defeated countless numbers of demons and dark magicians who sought the Key for their own selfish purposes (Glory, circumscribed by Ben's lifetime, was a more recent development). Still, one of the monks' most persistent enemies was the Knights of Byzantium, a fanatical group of warriors dedicated to destroying the Key. Both groups wished to keep demons and evil magicians from using the Key, but their responses to that threat were diametrically opposed.





the order and the knights

It's interesting to speculate about a potential common origin to these organizations. Their shared time frames, methods, and focus on the Key inevitably lead to this. We've sketched a few ideas here.

Perhaps the Order of Dagon and the Knights of Byzantium are offshoots of a third magical tradition that predates them both. It could have been the discovery of, and a vehement disagreement over, the Key that caused the schism between the two. A bonus to this idea is the possibility for a third group—those who never broke away from the original organization and took neither side in the split. What could those worthies be up to these days?

For a more personal tale, perhaps the monk Tarnis was originally one of a group of brothers who discovered the Key during the Crusades. One brother, driven almost mad by the potential for power, tried to use the Key and was destroyed (or simply lost to a demon dimension, leaving his return a nice plot hook). In the wake of their brother's apparent death, the remaining brothers disagree over what to do with the Key. Tarnis saw it as a gift from God, which must be guarded from those who might misuse it. Another brother saw it as having more lowly origins and demanded that he be allowed to destroy it. Tarnis spirited it away and began the Order of Dagon to safeguard it. His brother rounded up some of his knightly comrades and swore the oath that created the Knights of Byzantium.

Then again, the origin of one or both orders may have been much older. Dagon was the name of a god in Mesopotamia. His domain was primarily vegetation—he invented the plow and shared that knowledge with mankind. So perhaps the Order had a pagan origin. They might have worshipped a variation of Dagon as the deity of knowledge. That would explain why they wanted to keep the Key and study it. The Knights, on the other hand, could have been a Catholic or Eastern Orthodox order, since they used the name Byzantium, which was the Christian name for Istanbul before it fell to the Turks. This would have given religious overtones to the entire Order-Knights conflict. Still, if enough generations of Knights have been poking around for the Key, they too may have predated Christianity (and only adopted it later as was common for those seeking to survive persecution). Under this view, the rivalry between the Order and the precursors of the Knights may have dated back to the early civilizations of Mesopotamia. Transporting your Cast back to those days to learn the real story, and perhaps discover more about the nature of the Key, would be a very interesting plot.

Although it may not have been a requirement of membership, many of the monks were exceptionally skilled at magic. Given their success in transforming the Key and inserting Dawn into the world, they appear to have been facile with magics that required many participants and could bend reality itself, changing the very nature of matter and mind. We're going to assume that they took a vow never to use these powers for selfish purposes, and primarily used their magic for good—to safeguard their monastery, the people within, and most importantly, the Key.

If some do remain alive, we assume that the monks continue to place safeguarding the Key above their own lives and the lives of the other members of their Order. Still, unlike the Knights of Byzantium, they are unwilling to kill innocents or perform other similarly heinous acts to keep the Key safe. We see most members of this Order as passionately devoted idealists who believe that the Key is a holy relic portending great good, as long as it is kept out of the hands of evil-doers.

THE KNIGHTS OF BYZANTIUM

Gregor: The Key is the link. The link must be severed. Such is the will of God.

—5.20 *Spiral*

TYPE: Goal-based

SOURCE: 5.12 Checkpoint

NUMBER: Over a thousand, possibly thousands

COST: 2-point Quality—Occult Library (Impressive) (3), help members in need (-1), teaching (1), must obey leaders (-1)

LIBRARY: Their headquarters (most likely in Istanbul—modern-day Byzantium) contains an huge Occult Library. Access is strictly limited.

MEMBERSHIP: This organization was open to anyone who was willing to devote his life to destroying the Key. Only male members were shown on TV; females may be barred from membership.





DESCRIPTION: The date of the Knights origin is unclear, but countless generations have sacrificed their lives in an effort to locate and destroy the Key, a magical energy that can dissolve dimensional walls. They believe that its power is absolute and uncontainable—the only possible response to the threat it possesses is destruction. Their mantra reflects this obsession: “The Key is the link. The link must be severed. Such is the will of God.”

Before they could secure the Key, perhaps even before they knew of its existence, the Knights learned that another group, the Order of Dagon, had discovered the Key and hid it with their magics. The Knights were convinced that the monks of the Order of Dagon were dangerously naïve and would bring only harm to the world. As a result, they swore to take the Key from these monks at any cost. They also discovered that a potent enemy, whom they called the Beast, desperately sought the Key and it had to be kept from her grasp. They knew of the Beast’s origin and her imprisonment on Earth, but did not know the exact identity of the person who contained her. Later, they learned that the Key had been transformed into a living being, Buffy’s little sister Dawn. This did not dissuade them in their quest—they dedicated themselves to killing Dawn. The Slayer and her friends held them off for a time. Just as they were about to break through, the Beast, Glory, showed up and slaughtered them to a man. Possibly thousands of members still remain, though their activities since Season Five are unknown.

The majority of the Knights are warriors, primarily trained in medieval weapons and tactics. They view themselves as a vast army and an implacable enemy. They count among their number several powerful magicians whom they call “clerics.” These members are true believers, beholden to the goals of the organization and bound by its oaths. They use their faith in almighty God to overcome magics used against them.

The Knights show little tolerance for alternative views about the world. They have shown a willingness to employ any means to their objective, including murdering innocent children and any who protect them. That suggests they would be willing to work with magicians or other questionable types if they were convinced such cooperation would aid them in their quest. These adjuncts would be kept strictly at arms length though.

The Knights’ failure to adopt modern technology, including their exclusive use of medieval weapons and horses, is puzzling. Perhaps they were simply hidebound and inflexible (though this would undermine their mission after a time). Or their experience with combating those seeking or protecting the Key convinced them that

the old ways were the best ways. The might have perfected enchantments focused only on melee weaponry. Finally, if the clerics used spells like Open Gateway (see p. 83) to aid in mobility, restrictions on that spell may have limited them to certain weapons and horsepower. In any event, the Knights were all extensively trained in both horseback riding and mounted combat.

THE TECHNOPAGAN ALLIANCE

Jenny: “Technopagan” is the term. There are more of us than you think.

Giles: Well, uh, you can definitely help me. Um . . . What’s in cyberspace at the moment is less than divine.

—1.8 I Robot, You Jane

TYPE: Mutual Aid

SOURCE: 1.8 I Robot, You Jane

NUMBER: Nearly one hundred

COST: 2-point Quality—Occult Library (Good) (2), Honorable (Minimal) (-1), must aid other members (-1), willing to help members with spells (1), teach each other spells and magic (1)

LIBRARY: Between the files on their members-only web site and books in various members’ personal libraries, the Technopagan Alliance has the equivalent of a Good Occult Library.

MEMBERSHIP: This extremely loose-knit group is open to any magical practitioner who pledges to use her magic for good, who is willing to share magical information on-line, and who is capable of performing virtual circles (see p. 49). Most members are Wiccan and almost no one in this group is over 40 (most in their late teens or early 20s).

Despite the fancy name, this is mostly a collection of somewhat geeky magicians who like both magic and computers. Members regularly chat on-line in one of several members-only chat sites. While they have occasional physical meetings, geographic considerations keep all but a handful from any “face time” with other members. This group is a good place for young magicians to learn more about magic, but more importantly, it can also serve as a useful early-warning system about the troubles magic use brings. An interesting addition to the group would be a number of moderately powerful seers who openly share any predictions or warnings they receive. This would allow the members time to prepare for powerful attacks by black magicians and demons with nasty plans (and which demon doesn’t?).



THE HIGH COUNCIL OF WITCHES

Willow: We, we can help because we do magicks. I'm working on this ball of sunshine thing. See, I have this theory.

Tara: It's very cool.

Willow: A-and if it works, easier slaying for Buffy. Not that it's hard for her now!

Nigel: Interesting. What level are you at?

Tara: Level?

Nigel: Magical proficiency level?

—5.12 Checkpoint

TYPE: Hierarchical Order

SOURCE: 5.12 Checkpoint, 6.21 Two to Go, 6.22 Grave

NUMBER: Several hundred

COST: 4-point Quality—Occult Library (Amazing) (5), Honorable (Minimal) (-1), must aid fellow members (-1), can obtain teaching (1), help with spells (1), must obey leaders (-1)

LIBRARY: Their main chapter house in Salisbury has an Amazing Occult Library. Smaller chapter houses all have Impressive Occult Libraries. These libraries never loan out materials—if a member wants to check these sources, they need to come to the library personally.

MEMBERSHIP: This organization is only open to members of old and well respected Wiccan covens who have proven themselves to be both powerful in their magic and devout in their faith. All members must be Wiccans who possess at least one level in the Sorcery Quality.

canon alert

When the Watchers Council interviews Willow and Tara, the representative asks about the girl's "proficiency level" with magic and if they are "registered Witches." This implies that some group is keeping track of such information. Obviously, this group works with the Watchers Council to some extent, otherwise the Council would not be asking such questions. Also, this group is likely British, since most Watchers seem to be somewhat ignorant of occult occurrences in the United States.

The High Council write-up is an attempt to create an organization from these small fragments of information, and to give some background on the mysterious Coven that granted Giles his magical prowess in Season Six. This information is way cool . . . but purely speculative.



DESCRIPTION: Based in Salisbury, near Stonehenge, this group contains both British and American members. The thirteen leaders of the High Council form the master coven. Additional chapter houses can also be found in London, New York, Los Angeles, Seattle, and a dozen smaller cities in both Britain and the United States. The High Council's seers and diviners attempt to keep track of serious trouble spots. While they sometimes miss significant dangers, they do manage to keep track of most occult doings in both countries. The only problem is that the leaders are fairly arrogant and generally assume that if they haven't heard about something, it doesn't exist or isn't important.

The High Council has close ties to the Watchers Council and regularly uses its magic to help Council members locate new Slayers and to help repel various vampiric and demonic threats. The High Council also attempts to keep track of suspected black magicians and let the Watchers Council know if any of these magicians become particularly threatening.

The High Council considers their group to be the one true Wiccan organization in existence and the greatest magical order in either country. Even so, most Wiccans have never heard of the High Council, and those who have regard it as old-fashioned and stuffy. The Council claims to maintain a list of all active Witches and Warlocks in Britain and the United States, including records of all initiations these magicians have received and a scale measuring their relative magical prowess. That's a gross exaggeration. Only about a third of the Witches and Warlocks in those countries ever make it on this list; complete data exists on less than a fifth of all such practitioners. And boy, wouldn't it suck if that list fell into the wrong hands . . .



BLACK DEATH

Willow: They're good, aren't they?

Oz (mesmerized): Nothing special.

Willow: Yeah. She's quell' Fiona. Color me bored.

Giles: Really? I think she's rather remarkable.

Such presence for someone her age.

—4.6 *Wild at Heart*

TYPE: Mutual Aid

SOURCE: Our twisted imaginings

NUMBER: Eight

COST: 1-point Quality—Occult Library (Minimal) (I), mutual aid (-I), help with spells (I)

LIBRARY: Minimal, they have one spell book that belonged to a member's grandmother.

REQUIREMENTS: Black Death is a relatively popular techno-industrial band that also practices magic. The group might take on another good musician, especially if the bandleader likes her or she has magic potential, a van, or something similarly useful.

DESCRIPTION: While some magical organizations are large and powerful, most are small and fairly petty. Even these can occasionally be trouble though. Black Death is a rock band composed of practitioners, who use magic to enhance their music, to get gigs, and occasionally to turn the heads of attractive fans. Despite the band's name and their outrageous appearance, the magicians in Black Death do not generally use dark magics. Still, Claudia Ventura, the band's newest member, is both greedy and vain. She has been using spells to render other bands unable to play. Then she offers Black Death's services as a replacement. Lately, she has tried to talk other band members into helping her cast other similarly harmful and selfish spells.



USING MAGICAL ORDERS

Ms. Calendar: Well, I have been surfing the 'Net, looking for unexplained incidents. You know, people are always sending stuff my way. They know the occult's my turf. Now, here is the latest. A cat last week gave birth to a litter of snakes. A family was swimming in Whisper Lake when the lake suddenly began to boil. And Mercy Hospital last night, a boy was born with his eyes facing inward. I'm not stupid. This is apocalypse stuff. And throw in last night's earthquake, and I'd say we've got a problem. I would say the end is pretty seriously nigh.

—1.12 *Prophecy Girl*

If you are looking to run a game that focuses on magicians and magic, it's best to introduce a few magical orders. They can be used as allies, enemies, or simply as mysteriously ambiguous groups who always seem to show up when trouble is afoot. Even a single magical order allows you to have a dozen or more magicians running around, without having to worry about the exact motivations of each and every one of them.

Whatever the case, the first step is to work out what the magical order wants. A group of demon worshippers seeking to take over the world will have different methods from a coven of witches who simply want to worship the goddess and help make the world a better place.

ORDERS AS ENEMIES

Tom: I saw what you were doing.

Richard: I was just having a little fun.

Tom: Well, she's not here for your fun, you pervert. She's here for the pleasure of the one we serve.

—2.5 *Reptile Boy*

Using magicians and magical orders as villains is simplicity itself. Dark magicians can make themselves filthy rich and get rid of their enemies. Other, less sane magicians might be corrupted by dealings with dark powers. They could look for ways to let demons loose on the Earth. These sorts of plots should not be used too often though. As with any other repeated plot, saving the world from the tender mercies of yet another band of evil witches gets old fast. Moreover, if any Cast Members are magicians, having the only other magicians in the game be sociopaths or lunatics tends to cast magic in a bad light. After the third or fourth evil magical order tries to end the world, the rest of the Cast may start looking askance at the magician, especially if she starts using increasingly powerful spells to combat these evils.





Having some sort of counterbalance is an excellent idea. If the magician in the Cast is already a member of a magical group that fights for truth, justice, and the Wiccan way, an opposing group of black magicians creates a nice dichotomy. This sets up a solid recurring Adversary and allows the character to remain firmly on the side of good.

Magic groups can be used in more subtle ways, as well. Maybe one of the magical groups is fanatical like Knights of Byzantium (see p. 13). They may have the most noble of goals, but sully them by using questionable or downright illegal means. Stopping innocents from being hurt is obviously a good thing, but what happens if saving innocents risks the world being destroyed? Confronting these sorts of moral choices makes for excellent Episodes and clearly shows that magic is more than just a matter of black vs. white.

ORDERS AS ALLIES

Giles: The gift I was given by the coven was the true essence of magic. Willow's magic came from a . . . place of rage and power.

Anya: And vengeance. Don't forget vengeance.

—6.22 Grave

Magical groups can prove valuable to the Cast Members. Allied magical orders can supply knowledge, training, and aid. The Cast might find some magicians that do this out of the goodness of their hearts, but that seems unlikely in the Buffyverse. Most will ask for some favor in return, the least of which is having the Cast on call to perform tasks “for the greater good.”

Then again, it could be more complex than that. One of the fun parts of using human characters and groups is that it isn't obvious whether they are working for or against the monsters. Two possible scenario types can be used to take advantage of this ambiguity.

FALSE ALLIES: In the first type, a friendly-seeming magical group attempts to recruit a Cast magician. While these magicians appear powerful and extremely helpful, in actuality, the group could be composed of secretive demon worshippers or some other type of evil magicians. The members of this group may have noticed how effective the Cast Members have been at fighting demons. They wish to lull the magician and her friends into a false sense of security so that they can capture or kill them off.

This approach takes a slightly more devious turn if the evil magicians are honestly attempting to recruit the character. In that case, instead of being some sort of evil-like demon worshippers, they should simply be self-

ish and amoral humans who are using their power solely to benefit themselves and to harm their enemies. Such people would be perfectly willing to work with the Cast Members to eliminate a demonic plot to destroy the world, but then turn around and use their magics to cast coercive love spells or ruin the lives of their business rivals. The key to running this sort of magical group is that they are not evil in the cackling-demonic, baby-eating sense—they are simply unconcerned with the way their selfish use of magic adversely affect others. If Cast Members help them, they'll be rewarded, but anyone who opposes the group can easily end up messily dead.

If the members of such a group put their best face forward and work with the Cast Members to combat mutual enemies and world-threatening dangers, the players may come to trust them a great deal. Only then should these magicians start working on actively recruiting any of the Cast Members who are magicians. They can offer help with some of their more difficult rituals, give the Cast access to a few useful spells, and ask for aid in casting spells. All this would proceed as if the magical group were a true ally. At first, the spells asked of the Cast Members should merely be designed to benefit the casters without hurting anyone else—a spell to make the caster lucky (in gambling), or one to learn the winner of an upcoming (sporting) event. Next, they should move to requesting help with the casting of spells against people who they claim are evil magicians, but who are really the enemies of this group. Eventually, they work to convince the Cast Members that summoning demons is “not such a terrible thing” as long as the demon is being summoned a “good act,” like spying on or killing off someone who is attempting to hurt one of the members of this group. “Not all demons are evil, you know.” In this way, Cast Members can be lured into evil slowly and carefully.

The danger of this sort of scenario is that one or more of the characters could easily end up doing all sorts of nasty spells and becoming totally evil people. If a magician doesn't look like she is going to get herself out of this group, or if she has no clue about the true nature of her new friends, you will need someone in the Cast to discover the truth about these magicians. Since evil magicians are often opposed by covens of Witches and Warlocks who are devoted to fighting the powers of darkness, at some point, the evil magicians may attempt to perform some ritual to attack such a coven. If one of the members of the good coven approaches the Cast Members to find out if they are in league with the evil magicians, or to warn them about the evil magicians, the truth can be revealed. This sets up a nice intra-party conflict that must be resolved.



As most players are very suspicious (particularly if they are familiar with the way the Buffyverse operates), the likelihood is that they won't be lulled by the false allies. You can still set up the scenario and the inter-party conflict by taking the recruited player aside and cluing them in on your designs. Most players enjoy such a roleplaying challenge. Alternatively, you can make the plot work by forcing the wooed Cast Member to roll two or more Success Levels on a Willpower (not doubled) roll whenever she expresses suspicions or balks at "going along." If failed, the character acts in a manner unpolluted by the player's suspicions. Obviously, this allows everyone to know what's going on. Still, knowing that your Cast Member is being misled is very different from being able to do anything about it. As usual in the Buffyverse, this leads to angst all around. Finally, remember to award Drama Points to cushion the impact of manipulating the character.

WARY ALLIES: Another type of scenario that focuses on allied magical groups involves a secret coven of Witches (and/or Warlocks) watching the entire Cast, and the Cast's magician or magicians in particular. These mysterious magicians say nothing about their motives and tend to run off or even vanish before the Cast Members can confront them directly, but they frequently seem to be around when trouble is afoot. The magicians may find ways to test both the morals and the powers of the Cast Members, or at least the Witch they are seeking to recruit.

For added fun, this scenario can be combined with the previous one—this coven may be seeking to find out the intentions of the character who has become involved with a group of evil magicians. In this case, the members of the coven won't simply come out and announce themselves as potential allies, because they have no idea if the Cast Members can be trusted. They are not inclined to trust people who are even loosely associated with a group of evil magicians. The potential for misunderstanding and similarly wacky confusion is immense, and you may even be faced with a situation where some of the Cast are convinced that the evil magicians are their true allies, while the rest believe that the Witches are the ones they should believe. In the end, hopefully the entire Cast realizes the truth and works with the members of the coven to foil the plans of the black magicians, but getting to this point could be a long, complex, and hopefully fairly wild ride. Worse still if it turns out that the "good" Witches also have a secret agenda . . .

Ah, plots within plots . . .

INDIVIDUAL MAGICIANS

Buffy: She switched! She switched your bodies, didn't she?

Giles: Good Lord!

Buffy: She wanted to relive her glory days!

Catherine: She said I was wasting my youth. So she took it!

—1.3 Witch

Of course, magicians need not be grouped together to cause problems or be central to plots. The thing to remember about magicians is that no matter how powerful they are, they are still human (except when they aren't, see *Monsters and Magic* p. 19). Most opponents the Cast Members face are vampires and demons, who by their very nature are evil, soulless monsters. Except in really unusual circumstances, no one with a soul is going to be really upset about someone killing a vampire. Killing humans, even nasty magic-using humans, is a seriously different matter. People don't conveniently turn into dust and the police tend to ask awkward questions if dead bodies start turning up (yes, even in Sunnydale murder investigations are conducted . . . sometimes). If the magicians were rich and powerful, the situation becomes even worse for the Cast. Explaining that they had to kill the CEO of a company because he was using demons to kill off his corporate rivals isn't going to play to well in court.

One answer is turning evil magicians over to the authorities. People who are performing evil spells are often also doing lots of other not highly legal things. Frequently some careful investigation turns up lots of evidence of serious crimes. If a magician is committing human sacrifice, she's got to do something with the bodies—murder is murder, regardless of why the victim was killed. This is a perfectly reasonable solution and may work some of the time. It gets particularly interesting, though, when it doesn't.

Perhaps the magician is careful enough to hide the evidence of any crimes she has committed. Alternatively, the magician can be locked up but not neutralized. Keeping a powerful warlock in prison can be pretty tough. If someone can teleport or blast their enemies with a word, jail cells simply aren't going to hold them. If the Cast members don't think of this, you can always have someone they send off to prison escape and come looking for revenge.

If the jail and mundane authorities angle doesn't work, the Cast Members face some serious moral issues. Perhaps if someone is dangerous enough, the only safe





plan is to kill her, even if she is human. If you don't want to deal with a game getting that dark and morally ambiguous, the characters need to get clever. If a Warlock makes deals with demons, tricking him into breaking the deal or just informing the demon that the deal has been broken should get the Cast Members off the hook for direct murder. Demons are more than happy to slay or drag off to a hell dimension anyone who breaks a bargain with them. Their indirect causation of the evil magician's death is still pretty much a bad thing, though. Alternately, the evil Warlock could get his power from some sort of powerful enchanted item. If the Cast Members steal or destroy the item, they render him harmless or just another normal person who can be safely locked up with the rest of the criminals.

A different sort of plot arises when the magician is evil because a demon has taken her soul, or because she has sold her soul to a demon. If the Cast Members can get the soul back, she may realize the truth about her actions and have a chance to reform. Or, instead of taking her soul, perhaps a demon or a group of evil magicians has cast a curse over her so that if she does not obey them something bad happens. It could even be more mundane—the hold the group has over the “evil” magician could be her family as hostages.

Finally, some people are evil because they are profoundly unhappy. A teenage Witch who has not thought particularly much about the consequences of her actions may be cursing people right and left and doing all sorts of other nasty magics simply because everyone picks on her. She might want revenge or simply to be left alone. While such a scenario can be difficult to make believable, the Cast could solve the problem by helping the teen overcome her problems and realize the error of her ways.



MONSTERS AND MAGIC

Giles: You see, opening dimensional portals is a tricky business. Odds are he got himself stuck, rather like a, uh, cork in a bottle.

Xander: And this Harvest thing is to get him out.

Giles: It comes once in a century, on this night. The Master can draw power from one of his minions while it feeds. Enough power to break free and open the portal.

—1.2 *The Harvest*

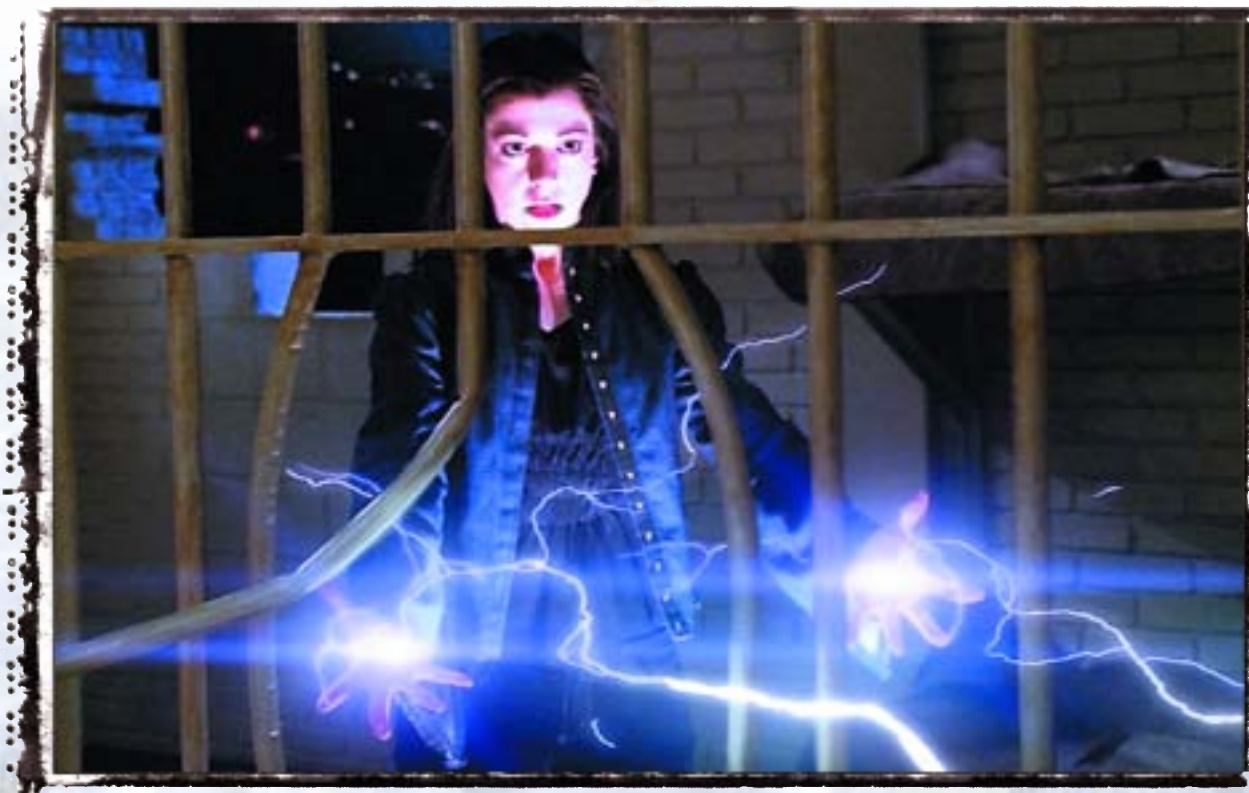
If the Buffyverse were a fair and decent place, vampires and demons wouldn't be able to use magic. Then again, if the Buffyverse were really a fair and decent place, vampires and demons wouldn't exist at all.

Some of the older vampires and demons are also terrifying, dangerous sorcerers. Even worse, many of the best magic books were actually written by demons. Why the demons and vamps don't use magic to rule the world is an interesting question. If you accept the history we presented previously (see p. 6), perhaps the initial banishing spell from the ancient shamans stripped enough monster magic away to keep that from happening. Or perhaps it's just the nightly actions of Slayers and similar mortal heroes keeping them at bay. Or it might be that the largest and most powerful magics require special components that were lost or hidden away many millennia ago by greedy wizards or the powers of light (whoever they might be).

Perhaps as a result of their inability to just use magic to take over the world, some demons and vampires are obsessed with opening gateways into various horrid hell dimensions. Fortunately for humans, this is not terribly common. No doubt spells that erase the boundaries between two dimensions (or even ones that open large gateways between them) must be cast at highly magical locations and always require both long rituals and various rare or unique magical materials. Wise and thoughtful heroes can generally figure out what spell is being cast and how to counteract it well before the monsters complete the spell.

In the end, magic becomes just another tool in the bads' arsenal, like claws, horns, henchmen, and dupes. It's not good and it can make for a very tough foe, but it's not a world-beater. Although many demons dream of magically ending the world as we know it, few have the patience and skill to connive the proper time, place, ingredients, and portents to do so. Crush, kill, destroy is more their style.





DARTH ROSENBERG

Warren: When you get caught—you'll lose them too. Your friends. You don't want that. I know. . . you're in pain but—

Willow: Bored now.

—6.20 Villains

By the end of Season Five, Willow was a confident and powerful Witch. She was instrumental in weakening the hellgod Glory, restoring Tara's sanity, and rescuing Dawn. Despite her reservations, she did prove to be Buffy's "big gun." At the beginning of Season Six, Willow took on a leadership role with the Slayerettes, using her magic for command and control purposes. She had truly come into her own.

Still, for all her might, she could not save her best friend. That fact weighed on her and she vowed to use magic to bring Buffy back. Tara and others expressed their misgivings about playing with the forces of life and death, but Willow was blinded in part by her loss and in part by her power. In the end, she used the mystic arts to restore Buffy to life. Her ultimate expression of power was the beginning of a slow and painful downfall.

Season Six's theme revolved around young adults exercising newfound independence and developing capacities

. . . and falling on their faces in the process. No one had more power and potential than Willow and no one made such a mess of things. Xander's, Anya's, Dawn's and Buffy's mistakes were self-destructive and emotionally damaging, but their failures did not bring the world to the brink of destruction. That took Willow and her amazing capacity for power.

Even after she discovered the dark side of Buffy's resurrection—that Buffy had been at peace and was now tormented by living—Willow remained wedded to her magic as the "solution" to all things. She brought Amy (see p. 47) back to humanhood without preparing for the transition, then shut her out of her life when the transition proved difficult. She ignored Tara's (see p. 45) concerns and warnings about her magic, then manipulated her lover's mind not once, but twice. She used magic profligately and without regard for the consequence. She even threatened Giles when he warned her about this. Willow lost herself to her magic with the pusher Rack and nearly got Dawn killed in her addicted irresponsibility. Using this Willow as a Cast Member or Guest Star (see p. 44) should have a major effect on any plotline. She wants to help—to do and be good—but she leans far too heavily on magic and this overuse always leads to trouble. Her sledgehammer approach might quickly solve certain problems or neutralize certain threats, but





LIFE POINTS 26
 DRAMA POINTS 20
 EXPERIENCE POINTS



NAME Willow Rosenberg
 CHARACTER TYPE Fallen Witch
 DESCRIPTION Dark Witch

ATTRIBUTES

STRENGTH	<u>1</u>	INTELLIGENCE	<u>5</u>
DEXTERITY	<u>2</u>	PERCEPTION	<u>3</u>
CONSTITUTION	<u>3</u>	WILLPOWER	<u>5</u>

SKILLS

ACROBATICS	<u>3</u>	KNOWLEDGE	<u>6</u>
ART	<u>0</u>	KUNG FU	<u>3</u>
COMPUTERS	<u>7</u>	LANGUAGES	<u>3</u>
CRIME	<u>1</u>	MR. FIX-IT	<u>4</u>
DOCTOR	<u>2</u>	NOTICE	<u>4</u>
DRIVING	<u>0</u>	OCCULTISM	<u>6</u>
GETTING MEDIEVAL	<u>3</u>	SCIENCE	<u>5</u>
GUN FU	<u>0</u>	SPORTS	<u>0</u>
INFLUENCE	<u>2</u>	WILD CARD	<u>0</u>

QUALITIES

Attractiveness +2	Sorcery 9 (13 after
Occult Library 3	power boost from Dark
Nerd	Magic books; 17 after
	power boost from Rack;
	30 after power boost
	from Giles)

DRAWBACKS

Adversary (Assorted	Minority
and Former Friends) 7	(Gay Jewish Wicca)
Magic Addiction	Tragic Love

USEFUL INFORMATION

INITIATIVE (DIO + DEX) _____
 PERCEPTION (DIO + PER + NOTICE) _____

COMBAT MANEUVERS

MANEUVER	BASE BONUS DAMAGE		NOTES
Dodge	6	—	Defense action
Magic	16	Varies	By spell
Stake	4	2	Slash/stab
(Through the Heart)	1	2	x5 vs vamps
Telekinesis	14	•	Bash or Slash/stab
(Power Boost I)	18	•	Bash or Slash/stab
(Power Boost II)	22	•	Bash or Slash/stab
(Power Boost III)	35	•	Bash or 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	

_____ • 2 x Success Levels

the repercussions just lead to more danger. This conflicted stage cannot last long—Willow must face her demons directly and change her behavior, or something irreparable is bound to occur.

Willow did recognize her downward spiral after Dawn got hurt. She swore off magic and adopted an addict's "one day at a time" approach to life. She attempted to keep up the good fight using other skills and abilities, while at the same time rebuilding her relationships with those closest to her. This Willow is far less dangerous to herself and those around her, but she is commensurably weaker against the forces of darkness. Her very restraint hobbles her effectiveness. Willow with her claws drawn may prove just as much of a detriment to the gang. Again, this extreme reaction to her "addiction" weakness cannot last long.

Willow's fragile "recovery" phase ended with the shooting death of Tara. All her worst impulses in the magical realm were magnified and began to consume her. She absorbed dark magic from books and from Rack. She battled a boosted Giles (see p. 46) and absorbed his power. She simply wanted to destroy, to reflect back a hundred fold the pain that filled her. This Willow (see p. 21) would be difficult to play as anything but an Adversary. The party could battle her to the death (if she's even killable), desperately search for a way to drain her of power (or get her to give it up voluntarily as Xander did), or simply stay out of her way until her rage passes. The latter route is the most likely but you could have her perform some kind of irredeemably harm in the meantime. Any potential reconciliation would require some way of addressing that harm. Still, forgiveness to the truly repentant has never been in short supply in the Buffyverse.

WARREN MEARS

Katrina: How could you say you loved me and do that to me?

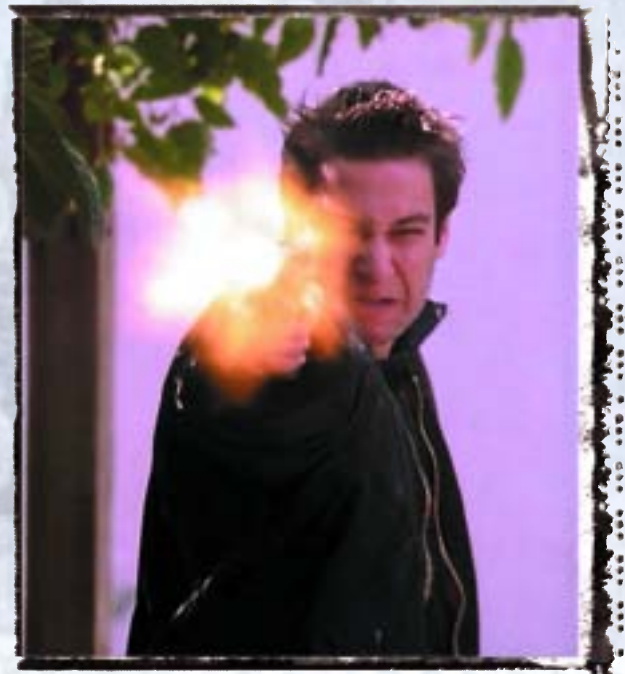
Warren (snapping): Because you deserved it, bitch!

—6.20 Villains

When Warren Mears first became involved with Buffy and her friends, he was just another in a long line of remarkably talented and remarkably confused Sunnydale residents. From Pete and his rage monster formula to Jonathan and his superstar spell, Sunnydale is full of people who ended up in danger because of the unforeseen consequences of their quick-fix solutions. Frustrated by the loneliness he felt at college, Warren turned to super-science and created April the sexbot. Warren soon tired

of April's slavish devotion and then meet a real live woman, Katrina. Instead of disassembling or shutting down April, he simply tried to leave her. April's power source eventually ran out but she did cause a fair degree of mayhem looking for her "lover."

Growing older merely exacerbated the worst in Warren. His unparalleled scientific brilliance and the growing abilities of his "teammates" served only to fuel his egomania. Like all the characters central to Season Six, he made his share of mistakes. Calling the mercenary demon M'Fashnik nearly got him and his cohorts in crime killed, the distrust and conflict within the trio undermined more than one scheme, and Warren's complete panic when Katrina broke his mind control resulted in her death. Instead of reflecting on these mistakes and rethinking his actions, Warren viewed them all as confirmation that he needed more power. If only those around him would just do what he said and give him what he wanted, everything would be okay. This inability to adjust his attitude or check his ego made him even more fragile than Willow. This resulted in a complete loss of control when Buffy handed him his most personal defeat despite his Orbs of Nezzla'khan enhancement. Warren's response was blind rage. He abandoned all pretenses to sophistication or planning, bought a handgun—a tool of pure destruction, and started blasting indiscriminately. Fittingly, a completely unanticipated repercussion of this action—Tara's death—would lead to his own demise.





LIFE POINTS 22
 DRAMA POINTS 10
 EXPERIENCE POINTS



NAME Warren Mears
 CRITTER TYPE Misogynistic sociopath inventor
 MOTIVATION Evil Mastermind

ATTRIBUTES

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

QUALITIES

<u>Nerd</u>	<u>Superscience 7</u>
_____	_____
_____	_____
_____	_____
_____	_____

SKILLS

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

DRAWBACKS

<u>Covetous</u>	<u>Mental Problems</u>
(Desperate Greedy)	(Severe Delusions—Misogynist)
<u>Mental Problems</u>	<u>Misfit</u>
(Severe Cruelty)	<u>Reckless</u>
	<u>Showoff</u>

USEFUL INFORMATION

INITIATIVE (DIO + DEX) _____
 PERCEPTION (DIO + PER + NOTICE) _____

COMBAT MANEUVERS

MANEUVER	BASE BONUS	DAMAGE	NOTES
Dodge	6	—	Defense action
Punch	6	4	Bash
Pistol	6	12	Bullet damage (side effects may include being flayed alive by the most powerful Witch in the western hemisphere)
Ray Gun	6	Varies	By superscience device
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

NOTES

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21-23	6	EXTRAORDINARY
24-26	7	MIND-BOGGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	

Name: Rack
Motivation: Get people to magically turn on and tune out
Critter Type: Warlock (maybe demon)
Attributes: Str 2, Dex 3, Con 2, Int 3, Per 4, Will 5
Ability Scores: Muscle 10, Combat 12, Brains 14
Life Points: 26
Drama Points: 3
Special Abilities: Charisma (+3 to Influence rolls),
 Power Boost, Sense Magic, Sorcery 3

Maneuvers			
Name	Score	Damage	Notes
Magic	14	Varies	By spell
Power Boost	14	special	Gains Sorcery levels (see p. [?])
Sense Magic	14	—	Detect uses of magic around him
Telekinesis	8	2 x Success Levels	Bash or Slash/stab



Warren could be played as a Cast Member or Guest Star before, during, or after the Aprilbot incident, or even during the early months of Season Six. He would need to experience a revelation of some kind, an understanding that his monomania was destructive to himself and those around him. He shouldn't lose his edge—his Drawbacks (see p. 23) should be decreased in intensity, not removed. Still, some sense of potential redemption and some degree of positive acts would be required for him to join the White Hats. An on-going struggle against a basic instinct toward self-aggrandizement and selfishness would be an interesting roleplaying experience. Such a Series could avoid the heartache of Tara's demise and Willow's corruption . . . or it could be doubly tragic by having Warren's well-meaning but flawed actions result in the same outcome.

Once the storyline in Season Six progresses sufficiently—certainly after Katrina's murder—Warren sits primarily in the Adversary camp. He should be played as a ruthlessly evil mastermind, setting up elaborate schemes and executing them with a high degree of competence. He uses surrogates and misdirection for the most part, and lacks decisiveness or real courage. His undeniable charm is always colored by a snarkiness underlying the charisma. Warren may be convincing but he rarely engenders trust. His actions may contain an element of buffoonery and slapstick, and it should be easy to underestimate his lack of direct personal power. In using Warren as an Adversary, you should take care to keep an identifiable and threatening Big Bad forefront in the Cast Members minds. That should keep his actions under the radar, maintaining his seeming innocuousness. Of course, given the outcome of Season Six, it may be dif-

ficult to get the players to buy into disregarding Warren's threat potential. In that case, a Warren-like Adversary may be devised using his stats but dropping his name and reputation.

RACK

'Rack: I'm just going to take a little tour. (Magic plays across Rack and Willow.) You taste . . . like strawberries.

—6.10 *Wrecked*

The presence of the supernatural has shaped many aspects of life in Sunnydale. Rack is a good example. Only in Sunnydale would the most powerful pusher in town deal in magic instead of drugs. Rack wasn't especially attractive, in fact he was downright creepy, but there was something sexual and dangerous in the way he carried himself. He seemed to have a great deal of experience in the ways of the occult and was able to sense ripples and disturbances in the magical world around him. Rack's main power was the ability to boost other magicians (see p. 53).

Rack operated out of a magical dwelling that looked like your typical druggie flophouse. The first room was a waiting area and the second was full of throw pillows and posters. It was the kind of place that features incense, black lights, and lava lamps, but no working refrigerator. The outside of Rack's place was cloaked; invisible to the naked eye and undetectable if Rack didn't want to be found (only vampires, demons, or witches into the dark arts could find it on their own). The dwelling was also able to change location, magically going from one dingy alleyway to the next.





Toth

Buffy: He ran away, right?

Giles: Sort of, more turned and swept out majestically, I suppose. Said I didn't concern him.

Buffy: So a mythic triumph over a completely indifferent foe?

Giles: 'Well, I'm not dead or unconscious, so I say bravo for me.

—5.3 The Replacement

Rack is the perfect foil for a powerful magic-using character. He could draw them in as a source of power (through boosting) or even a mystical teacher—he could be knowledgeable about occult matters or even have an Occult Library of some kind. Working through an addiction storyline would require some cooperation from the player, but a series of successful Willpower checks might lead to overconfidence in “using” Rack’s boosting abilities. If the “high” was lessened, the increase in power could seem beneficial, particularly when facing some other evil. Granting a Drama Point to cause the failure of a Willpower check at some later date would nicely incorporate an addiction storyline. Otherwise, Rack could be developed as a leader of the mystical underworld and given his own evil agenda. In that case, he would be played as a more traditional bad guy.

Toth is the last surviving demon of the Tothic Clan (there seems to be a lot of that going around—demonic clans that consist of one last survivor). He is tall and imposing with a black skull face covered in shedding strips of skin. He dressed in hooded robes of black and wielded the Ferula-Gemina (see p. 86).

Toth’s plan was to split Buffy in two using the Ferula-Gemina and then go after the non-Slayer part. Killing the weaker part would destroy the stronger one.

Unfortunately for Toth, he missed on his first try and got Xander instead. Once Giles and the gang figured out what was going on (and that it had nothing to do with evil glamours or evil robots built from evil parts to do evil), they rushed to prevent the two Xanders from killing each other. In the end, Buffy killed Toth, while Xander gained confidence and managed to walk away with a promotion and a great new apartment. If Toth’s death was “overstated” or if it had some regenerative capacity, further attempts on Buffy’s or another Slayer’s life would seem a foregone conclusion.

Name: Toth
Motivation: Kill the Slayer in a “sophisticated” manner
Critter Type: Demon
Attributes: Str 6, Dex 5, Con 6, Int 4, Per 4, Will 4
Ability Scores: Muscle 18, Combat 15, Brains 15
Life Points: 70
Drama Points: 3
Special Abilities: Demon (Toth), Ferula-Gemina

Name	Score	Maneuvers	
		Damage	Notes
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge
Ferula-Gemina	15	5	Splits target into positive and negative versions
Punch	15	12	Bash





The Magical You

Giles: Are you a witch?

Jenny: Mm. I don't have that kinda power.

—1.8 *I Robot, You Jane*



Magic for fun and profit . . .

Here's the stuff you've been looking for if you want to play a Witch, Warlock, or other magician. This chapter contains a bunch of new Qualities to make your magician more buff as well as some new Drawbacks relating to magic. There are also suggestions about how your character may have learned magic, and a range of magic-using Archetypes.

Becoming a magician is mostly a matter of training. All the raw Witch-y and Warlock-y talent won't do much good if you don't know anything about magic or the occult or have never seen a spell book. Without books or a teacher, magical potential simply marks you as a target for some folks. Unlike demons, psychics, or other characters with innate powers, magicians are made—not born. Anyone playing any type of magician should decide how the character learned about magic. Given the various advantages and disadvantages that come with different styles of training, the Cast Member's background may require certain Qualities or result in certain Drawbacks.





TYPES OF MAGICAL BACKGROUND

Buffy: Why did you do it anyway? No. I get why. How?

Jonathan: After the thing with the bell tower and the gun, I went to counseling. You know other kids with problems and one of them had this spell. He glossed right over the monster.

—4.17 Superstar

BOOK LEARNING

There are a surprising number of magic books around. Anyone who haunts used bookstores eventually turns up a few. The problem is that many of these books contain serious or even dangerous inaccuracies. Some of the spells don't work, and those that do may conjure something wholly different from their description. To figure out what a spell really does before casting it, your Cast Member must gain a number of Success Levels in an Intelligence and Occult roll equal to half (round down) the spell's Power Level.

"Real" magic books can also be purchased at serious occult stores in the Buffyverse. These books are usually both reliably labeled and complete. Unfortunately, the prices are generally much higher. Worse still, the higher prices bring no guarantee. Even the most reputable occult store manager may not know that one or two spells in a large grimoire are drastically mislabeled. Anyone who purchases magic books should be aware of the risks—there are no refunds, even if a spell to cure warts actually turns the patient into a toad (hey, the warts are gone, right?).

Learning magic solely from books leaves your character with no one to turn to if things go wrong. On the other hand, no one owes anyone any favors. Choosing this background requires that the character purchase one or more points of the Occult Library Quality.

DARK DEALS

Though not the best way to ensure a long and productive life, another way to learn magic is from demons. Some seriously messed-up person might find a spell to summon a demon and pledge her body and soul in return for magical instruction. For Cast Member-types, it's more likely that the character longed to perform real magic and was surprised and pleased when a mysterious stranger showed up to teach her. Then of course the oh-so-helpful teacher turns out to be a disguised demon.

Demons normally teach people magic in return for promises from the magician to perform various spells, often summonings. Demons who keep their true nature hidden from their students mislabel spells, fail to explain some of the "fine print" side effects, or attempt to put a sympathetic face on working dark magics. When a claimed harmless spell kills someone, the demon shrugs and informs the caster that she is irrevocably tainted by darkness and evil. Characters trained in magic by evil demons should take the Demonic Tutor Drawback (see p. 28).

If the demon is not wholly evil, such training is treated under the Friends and Teacher heading below.

FAMILY CONNECTIONS

Magic training can also come from a family member. Magicians frequently teach their children—the potential to be a Witch or Warlock is often hereditary. While parents or other relatives try to protect their children by withholding access to the most potent spells, they can buy their children ingredients, provide advice about potential dangers, and otherwise help a young magician safely learn to use her powers. Any character can choose this background by purchasing the Magical Family Quality (p. 31).

FRIENDS AND TEACHERS

Friends or teachers who train magicians must be carefully screened for reliability and morality. While some teach magic out of the goodness of their hearts or a sincere desire to help, there is no shortage of magicians with ulterior motives.

Most magicians are far too busy to bother with teenager questions. Those that aren't generally want something in return for this teaching. Particularly nasty examples include stealing various rare magical ingredients, helping to summon a demon, or luring someone as a human sacrifice.

The easiest way to meet a teacher is to hang out at magic shops and chat with people. If the friend or teacher is honest in their motives, your Cast Member should purchase the Contact (Occult) Quality (see *BtVS Corebook*, p. 37). Normally, such a teacher counts as a 2-point Quality.

If the friend or teacher has some form of ulterior motive, you should instead assign a 1- or 2-point Adversary (see *BtVS Corebook*, p. 35). Your Director should choose the exact motive. She probably won't tell you what the real price for the teaching is until it impacts the plotline.





Your Director should work up the particulars about your Cast Member's friend or teacher. The Supporting Cast Member might be a Watcher, a Witch, an occult investigator, a demon half-breed, or sweet Aunt Milly with all the cats. We're sure if you ask nice, she will take your suggestions into consideration . . .

Remember, nothing prevents your Director from changing the nature of the mystical teacher during play, or revealing her to be the opposite of what you thought. In fact, given the Buffyverse, you should count on that happening at some point. In this case, Drama Points should be awarded for bad stuff that happens, or experience points charged for the adjustment in your Qualities.

Those with this background must purchase their own Occult Library. Now, if they are willing to do a favor for their friend or teacher, they can usually borrow an occult book for a while (this is equivalent to the 1-point Occult Library Quality). Of course, the type of favor depends on the teacher . . .

WATCHERS

Watchers have access to a large number of ancient and powerful occult books. Although many Watchers are not skilled magicians and only a few are Witches or Warlocks, most of them have cast at least a few spells, and all of them have access to magical tomes. Anyone who is playing a Watcher can simply assume that her character learned about magic as part of her training. The only requirement for this background is that your character possess the Watcher Quality.

NEW QUALITIES AND DRAWBACKS

Lots of magicians aren't anything special. They just own a few spell books and know how to use them. Some folks have special gifts relating to magic or other powers. We've run down a few of these here.

canon alert

Psychic Visions, Superscientist, Invisible, and Telepathy have all appeared in the *Buffy* TV show. The remainder of the new abilities described in this chapter have not. The new-to-*Buffy* Qualities are common psychic powers that have been explored in various forms on TV, as well as in books, comics, and the movies. We betting they would fit well into almost any *Buffy* RPG Series. Go on, give 'em a shot.

DEMONIC TUTOR

2-POINT DRAWBACK

Doc: No, no. Keep your money. (He smiles and removes his glasses.)

Dawn: Oh. Thank you.

Doc: You just keep in touch now. Let me know how it goes. (His eyes flash black.)

Dawn (startled): I-I-I will.

—5.17 *Forever*

With enough trickery and lies, a young magician can be convinced to become the pawn of a demon. The bad beastie looks for a youngster with great magical potential and attempts to turn her into a willing thrall. Being a creature of lies and deception, the demon usually tries to find some way to trick or coerce its student into performing progressively more questionable acts. In time, it claims that the magician is irrevocably evil and has no choice but to continue on this path.

Once the dead bodies start piling up, some are so distraught that they break down or commit suicide. Although its corruptee isn't available to manipulate anymore, this may be just what the demon sought. Others attempt to leave or to turn on their teacher. Fighting the demon's demands is difficult, since it surreptitiously makes a pact with anyone it teaches. This pact prevents the character from attacking the demon and allows the demon to walk through any wards that she attempts to erect against it.

Characters who submit to the demon's demands and willingly work evil are not suitable Heroes or White Hats. On the other hand, a Cast Member who struggles against the demands of her dark master is an excellent roleplaying hook. Your character might know her teacher's true nature and be fighting against its demands, but she is afraid for her life, or even that her friends will shun her if the truth comes out.

Though a more complex challenge, it's best if the Cast Member is unaware of her teacher's true nature. Pulling this off requires you to separate out-of-game knowledge from what your character knows. That can be difficult to play convincingly. Furthermore, if the other players know what's going on, they too must join in with the voluntary ignorance. Otherwise, your Director must keep this Drawback from you and introduce the new teacher during the course of play. That means you don't get to spend the resulting Drawback points. Once your character clues in, the Drawback is revealed and the points may finally be used.



EMPATHY

2-POINT QUALITY

Buffy: You know what you were saying before? I understand. Somehow it doesn't seem to matter how popular you are when . . .

Cordelia: You were popular? In what alternate universe?

Buffy: In L.A. Th-the point is, I did sort of feel like something was missing.

Cordelia: Is that when you became weird and got kicked out?

Buffy: Okay. Can we have the heartfelt talk with a little less talk from you?

—1.11 *Out of Mind, Out of Sight*

With a Perception and Notice roll, your character can tell what someone is feeling. People are generally pretty poor at hiding their anger, grief, or smug confidence. The better the roll, the more your character learns about exactly how they are feeling. With enough Success Levels, she can tell the difference between someone being afraid for herself and being afraid that something horrible will happen to someone that she cares deeply about. Most of the time, the empath can only read the strongest emotions a target is feeling.

An empath can't necessarily tell if someone is lying, but she can easily tell when someone is extremely nervous or scared when speaking. The person might be scared because she is lying, she might be nervous because someone will get really mad at her for revealing a secret, or she might be scared about something else entirely. Unfortunately, this talent only works on those who are wholly or mostly human (like werewolves in human form). Vampires, ghosts, and demons are all too weird for your character to read their emotions. And who wants to spend enough time with those folks to learn what they are feeling anyway?

ENCHANTED OR SUPERSCIENCE ITEM

2-POINTS PER LEVEL QUALITY

Anya: The Dagon Sphere!

Giles: Sorry?

Anya: When Buffy first met Glory, she found that magical glowy sphere that was meant to repel Glory. We've got it in the basement.

—5.22 *The Gift*

Your character is the proud possessor of a powerful magic item or a wondrous superscience device (see pp. 90-97). She may have stolen it, inherited it, or simply found it in a dumpster—in any case she now owns it. Your character knows how to use it and while it may have one or two secrets, it's basically hers and under her control. Like spells, both enchanted and superscience items have Power Levels, and your character must pay two points for each such level. No character can start the game with an item more powerful than level six.

While this Quality allows characters to start with an extremely powerful item, if it is destroyed or stolen, the points paid for it are gone. Directors should never maliciously take away such items, but if your character strikes a huge demon with a magic sword and the demon grabs it and teleports back to its home dimension, she is simply out of luck. Again, that whole life-not-fair thing . . .

ENCHANTER/SUPERSCIENTIST

5-POINTS PER LEVEL QUALITY

Jonathan: Domus voluntatem, libera cupidinem, erumpe, ignem, excita. (A flash of light appears.) Okay . . . ow!

Warren: Gentlemen, the cerebral dampener . . . is online. And with this baby, we can make any woman we desire our willing sex slave.

—6.13 *Dead Things*

Other than casting spells and making minor items, magic is used to create objects of great power. We're not talking about talismans, charms, or vials of witch-detecting goo here. Any kind of magician can do that. Only certain practitioners can devise and craft significant mystical objects. Most of these folks use traditional methods to create things like magic swords or amulets, but recently some have used the trappings of technology in their work. These superscience items appear to be pieces of astoundingly advanced technology, but for purposes of the *BtVS RPG*, they are just as magical as a draconian katra.



A character with the Enchanter version of this Quality can create powerful items such as mystical talismans and magic wands; one with the Superscientist Quality builds wondrous freeze-rays, intelligent robots, and the like. A character cannot possess both aspects of this Quality though. There's a basic thought-process incompatibility there and we don't want anyone's brain to go to mush on our watch.

More details on Enchanters and Superscientists can be found in **Chapter Five: Beyond Magic** (see p. 90).

canon alert

There have been a few Superscientists in Buffy and lots of powerful enchanted items. No one has ever been identified as an Enchanter though. Still, *someone* must have made all those powerful enchanted items like the Glove of Myhnegon. Because it's clear that not all Witches and Warlocks can create magic stuff (Willow never showed any inclination that way), a separate Quality has been created for this purpose.

INVISIBLE

10-POINT QUALITY

Jonathan: Hey, we got a lot bigger problems here, bonehead. The Slayer's invisible now?

Andrew: He's right. (to Warren) She could be anywhere. Even here, right now. (quietly) Watching. Listening to every word we say. (dramatically) For all we know, she could be one of us!

—6.11 *Gone*

This is one of the least known talents, which is surprising because it seems to be one of the most common. It may develop for a number of reasons. Heck, some folks may be born with it. Still, the only means we've seen on the TV show are excessive ignoring and super-science ray guns.

Although being invisible can be a real power trip, the character is completely unable to have a normal social life. She may have friends on-line, but she's not going to be able to meet them face-to-face. Even getting enough to eat can be tough. She can order pizza by phone or buy things on-line, but few are willing to sell a drink or a burger to a disembodied voice. Of course, stealing what she needs is pretty easy, but she'd better be discrete. There are those who know about and seek out invisible people.

Invisibility comes with a lot of advantages. She can't be recorded on any camera, and she doesn't set off electronic motion detectors (unless they are calibrated for minute air currents). Even better, your character's clothes and accessories also become invisible. Still, she can still be detected by sound, smell, and touch. Anyone can hear her when she speaks, dogs can be used to track her, and anything your character picks up and moves can still be clearly seen. Also, if your character is in water or thick smoke, her outline can be clearly seen, allowing opponents to attack her.

The details of invisibility are revealed in **Chapter Five: Beyond Magic** (see p. 90).

IRON MIND

3-POINT QUALITY

Adam: You're under his spell just like the others. I seem to be the only one who is not.

Jape: Really? And what makes you so special?

Adam: I'm aware. I know every molecule of myself and everything around me. No one—no human, no demon—has ever been as awake and alive as I am. You are all just shadows.

—4.17 *Superstar*

Your character is immune to all forms of Telepathy (see p. 34), as well as all spells or demonic powers that seek to read or control her thoughts or emotions. Your character can still be rat-ified, but no one can get into her head. It's not all good though. People with this Quality tend to be somewhat closed off and distant, and often also possess the Misfit Drawback.

MAGIC MAGNET

2-POINT DRAWBACK

Mandraz: You summon me, witch?

Willow (nervous): I, I didn't—

Mandraz: Did. You raised hell with your magicks.

—6.10 *Wrecked*

Your character attracts spells and magical energy—basically she is a lightning rod for the arcane. If any sort of spell backfires and affects the wrong target, it hits her. If random magical energy has been released in the vicinity, it always rebounds on her in some way. These effects are rarely directly harmful, but she could end up invisible or with rabbit ears if she is too close to a ritual that goes wrong.



MAGICAL FAMILY

0 TO 2-POINT QUALITY OR DRAWBACK

Xander: Amy. Good to see you. You're a witch.

Amy (glances around): No, I'm not. That, that was my mom, remember?

Xander: Yeah, I'm thinking it runs in the family. I saw you working that mojo on Ms. Beakman.

—2.16 *Bewitched, Bothered & Bewildered*

Witches and Warlocks do have children and families. Your character has magical relatives—she may be part of a hereditary coven of witches, or she may simply have a father or aunt who dabbles in the occult and is willing to teach a bright and interested teen or young adult. While life can sometimes be dangerous for a character with this background, having a parent or other relation who can offer useful advice (and even cover with the authorities and other adults for the Cast Member's more questionable activities) is a rare gift.

The cost of this Quality depends on exactly who the relative is and how old the character is. It's free for Cast Members over the age of 18, as long as they possess at least one level of Sorcery. Characters this age or older are also expected to provide their own magic books (purchasing the Occult Library Quality separately). For younger Cast Members, having an uncle, aunt, grandparent who works magic costs one point (this assumes that the character's parents know nothing of magic). It costs two points for a teenage character to have a parent who uses magic—it's huge when your parents are cool with you using the mojo. Teenage Cast Members may consult their relation's two-point Occult Library, but gaining access to any of these spells requires asking their family's permission (or sneaking around behind their backs).

Of course, this background only costs points if the parent is a good person who honestly wishes to help her child. Having magic-using parents who simply want to use and control their child as a source of power is instead a 2-point Drawback.

The only significant limit to your character learning magic from her family is that the character's parent or other relative will not give her access to spells of Power Level four or higher until she has reached maturity. Few mothers want their teenage daughters or sons to be attempting to work with the most potent and dangerous forms of magic, especially while they are living at home (it's really hard to get that stuff out of the carpet).

MAGICAL GROUP

VARIABLE QUALITY OR DRAWBACK

Giles: I dropped out, I went to London . . . I fell in with the worst crowd that would have me. We practiced magicks. Small stuff for pleasure or gain. And Ethan and I discovered something . . . bigger.

Buffy: Eyghon.

Giles: Yes. One of us would, um . . . go into a deep sleep, and the others would, uh, summon him. It was an extraordinary high! God, we were fools.

—2.8 *The Dark Age*

Magicians often work together. From technopagans who work spells on the net, to vile cults who summon demons in the basement of their fraternity house, there's a wide range of different mystical organizations. Belonging to one of these groups is a variable Quality (or possibly even a Drawback) whose cost depends upon the nature of the group. Cast Members can either choose to belong to one of the groups listed there, or to one that your Director creates.

The base cost equals the cost of the group's Occult Library Quality. This is modified as discussed below:

MEMBERS ARE EXPECTED TO AID ONE ANOTHER WHEN THEY ARE IN NEED: -1

MEMBERS SHARE KNOWLEDGE AND TEACHING: +1

MEMBERS ARE GENERALLY WILLING TO HELP EACH OTHER CAST DIFFICULT SPELLS: +1

MEMBERS MUST ABIDE BY A CODE OF HONOR: Cost of Honorable Drawback (see *BtVS Corebook*, p. 40)

MEMBERS MUST OBEY THE COMMANDS OF THE LEADER OR LEADERS: -2

MEMBERS CANNOT LEAVE THE GROUP WITHOUT PERMISSION: -1

MEMBERS MUST PERFORM CRIMINAL OR DARKLY MAGICAL ACTS: -2

THE GROUP IS EXCEPTIONALLY WEALTHY OR WIELDS SIGNIFICANT POLITICAL POWER: +2

MEMBERS EACH GAIN SKILL LEVELS: +1 per skill level

MEMBERS EACH GAIN QUALITIES OR DRAWBACKS: Cost or value of gained trait

Other group features may be added as desired. Costs should be devised based on the examples provided in **Chapter One: The Witchy World** (see p. 11).





PSYCHOMETRY

4-POINT QUALITY

*Roy: First, just put your hand right . . . here.
(Points at wall)*

Evan: Okay. Somehow this is a trick, I know it.

Roy: Here. Now stay. Don't move.

*Evan: Whoa. (Breathing heavily) What is that?
(The others laugh) I kinda feel . . . oh my god.
Oh god.*

—4.18 *Where the Wild Things Are*

Your character possesses a preternatural sensitivity to objects and the energies others leave when they touch them. She can gain information about items and places simply by touching them.

Characters with psychometry often get impressions from simply bumping against a wall or touching the steering wheel of a car—many people with this power wear gloves most of the time. To use this ability your character must touch the object and roll Perception (not doubled) or Perception and Notice. The exact result depends both on the roll and on the history of the object being touched. Consult the Psychometry Chart.

RESISTANCE (MYSTICAL)

1-POINT PER LEVEL QUALITY

Buffy: She did a spell.

Giles: Yes. To have her will done. Whatever she says is coming true.

Buffy: And you both were affected. I probably only escaped because I'm the Slayer. Some kind of natural immunity.

Xander: Yeah. Right. You're marrying Spike because you're so right for each other.

—4.9 *Something Blue*

This is a variation on the Resistance Quality presented in the *BtVS Corebook* (see p. 46). Each level adds one to any resistance roll allowed against a mystical effect, or subtracts one from any opponent's targeting roll or Score. Rolls to perceive invisible people are also enhanced. If the mystical effect does not involve dice rolling, your Director may want to soften or otherwise adjust it in relation to a resistant character.

Characters with this Quality may not purchase the Sorcery, Enchanter/Superscientist, Telepathy, or The Sight Qualities (or any other your Director thinks incompatible).

psychometry chart

success levels result

- | | |
|----|--|
| 1 | Feel the strongest emotions involved with the object in the recent past (one day or less), and gain some sensory glimpse of the person feeling that emotion. This is not a full-face portrait though (sorry, kids, the villain doesn't get revealed until the end of the Episode, remember?), but it could be a flash of someone's shoes, the smell of their perfume, the sound of music playing in the background at the time, or some other (more or less) useful clue. This level reveals items that are supernatural in nature. |
| 2 | Impressions go back further in time (a week or less) and get more precise for more recent (one day or less) events. If the visions are frightening, time for a Fear Test. This level reveals a few vague hints about the potential uses or powers of any supernatural item. |
| 3 | Impressions go back one month or less. Can now detect more than one wielder/owner within that time frame if they left a good psychic "imprint" (i.e., felt strong emotions while in contact with the item). Clues are even more plentiful, but they are rarely complete. Events of extreme emotional or magical power can be glimpsed, no matter how long ago they were. This level reveals if an old knife was used to perform a human sacrifice 300 years ago, but would likely not show anything more than a shadowy glimpse of who performed the deed or where it was performed. |
| 4+ | Impression go back one year or less. Visions are granted about every owner/wielder of the object or those in contact with it (in the case of a murder weapon, that would include both the killer and the victim if the weapon was a knife or something that had to touch the victim). This level reveals most of the powers and uses of a supernatural item. This level also reveals a bit more information about powerful events that happened many years or centuries before. It would show that a knife was used by a tall vampire to perform a human sacrifice in the ruins of a large church, and might even show a partial glimpse of the victim's face or a general sense of why the sacrifice was being performed. |



Also, your Director may break this Quality into two versions, one for magical effects and one for non-magical stuff like invisibility and psychic powers.

SPIRIT MEDIUM

2-POINT QUALITY

Willow: Xander! Ghost boy. Drowning in a tub. I, I tried to save him, but, being a ghost already, well, I was way too late.

—4.18 *Where the Wild Things Are*

Your character can see (and talk to) dead people. While not everyone leaves a ghost, many people who have been murdered, especially those killed by magic or monsters, do. While only a few ghosts can actually appear to ordinary mortals, this character can see all of the faint and intangible restless spirits that lurk on the edges of the mortal world, hoping that someone like her will see them and heed their pleas for justice and vengeance.

Unfortunately, your character has no choice about hearing these pleas. If they are talking, she can hear them. They can also hear her, so if your character yells at them to shut up and leave her alone, the more timid ones may do just that. On the other hand, all the living people nearby hear her shouting at the air like a

lunatic—not the best way to make friends or get a date. The worst part of this ability is that ghosts can tell that your character can hear them and often follow her around. Learning some simple wards like the Circle of Binding (see p. 82) might be useful, but then you have to figure out how to get the spirit to enter the circle.

TELEKINESIS

3-POINTS PER LEVEL QUALITY

Willow: We're gonna float the rose. Then use the magicks to pluck the petals off, one at a time. It's a test of synchronicity. Our minds have to be perfectly attuned to work as a single delicate implement.

Tara: Cool.

Willow: And it should be very pretty.

—4.12 *A New Man*

Psychic telekinesis works a lot like the magical telekinesis that Witches and Warlocks use. To use this power, the telekinetic rolls and adds her Willpower and Telekinesis levels. Each Success Level in the roll becomes a point of Strength for the telekinetic effect. The specifics on telekinesis use and damage are discussed in **Chapter Three: The Art of the Arts** (see p. 49).





Because this psychic version isn't cluttered with all that magic mumbo-jumbo, a character with this Quality is a bit better at it than your average Witch or Warlock. The telekinetic really shines on the duration front. Only after a number of Turns equal to the character's Willpower does the telekinetic have to make another Willpower and Telekinesis roll, at a cumulative -2 penalty. So, a psychic with a Willpower 4 would suffer a -2 penalty on the fifth Turn and a -6 penalty on the thirteenth turn that she maintained an effect or used successive effects. This penalty applies to all uses of telekinesis until the psychic gets at least three hours of rest between uses. If a character with a Willpower 4 was swinging a large axe with her Telekinesis (beats chopping wood by hand) and rolled a 16 (four Success Levels), she would have an effective Strength 4 for the next four Turns. On the fifth Turn, she would reroll Willpower and Telekinesis and subtract two to determine her psychic Strength.

TELEPATHY

5-POINT QUALITY

Willow (telepathically): Xander, Anya, stop!

Xander: Great googly-moogly, Willow, would you quit doing that?

Willow (telepathically): I told you I was going to get the lay of the land.

Xander: But not the lay of my brain.

Anya: It's kind of intrusive. You could knock first or something.

—6.1 *Bargaining - Part One*

Your character can into speak into the minds of anyone she knows well, as long as she can see them or knows where they are. While doing this, your character also hears any thoughts directed at her in response. She

cannot read minds though—the only thoughts she hears are the ones your character's friends want her to hear. Basically, she is a living cell phone.

A telepath can mentally communicate simultaneously with a number of people equal to her Willpower. If she touches someone or looks into her eyes, she can listen in on what the person is thinking. In this case, the victim resists the telepath's Willpower (doubled) roll with one of her own. Mostly people don't think about anything terribly important, but those preparing to do something dramatic or heinous generally think about it. Otherwise, a person looking at the telepath usually has her opinion of the telepath in her mind. Does your character *really* want to know what her friends think about her? On a more serious level, even if someone is lying, they generally think about the correct answer to a question before they respond with a lie. Asking people questions while reading their minds is a great way to get information.

Using eye contact for telepathy only works if the target is less than five feet away. Each successful roll your character makes allows her to listen to someone's thoughts for a minute or two. Successive attempts to read someone's mind before resting for at least three hours suffer a cumulative -2 penalty (whether a similar or different penalty is applied to the readee as you batter away at her defenses is a matter for your Director). So, for the second attempt, the Willpower roll suffers a -2 penalty; on the fifth attempt, an -8 penalty is incurred.

THE SIGHT

3-POINT QUALITY

Tara: No, no. I mean, I don't (sighs) I don't think she's . . . her.

Willow: You lost me.

Tara: Well, uh, a person's energy has a flow, a unity. Buffy's was . . . was fragmented. It-it grated, like something forced in where it doesn't belong. Plus, she was, um, she was kind of mean.

—4.16 *Who Are You*

Your character can see magic and traces of supernatural power. She can also tell if someone is preparing to cast a spell and see at a glance if an item is magical. She can even see a faintly glowing residue that indicates magic has been used in an area during the last few hours. If your character spends a minute or so looking closely at someone and makes a Perception and Notice roll with two Success Levels, she can tell if the person is a normal human. If she makes the roll by three or more Success Levels, she can tell if the person is a Witch, psychic, vampire, demon, or something undefined.



The character cannot actually see ghosts, but if some invisible supernatural being shows up, she can notice a faint glow of power in its vicinity. She can also see through glamours (see p. 68) and tell at a glance if someone is possessed. In those cases, she must make a Perception and Notice, or Perception (not doubled) roll with a number of Success Levels equal to or greater than the level of the illusion or possession spell. If your character has this ability, she does need to be a bit careful, looking at things that no one else can see makes people think you're pretty weird.

Using Rituals

Willow: Okay, see here, the balcony? That's where the original teacher died back in 1955 and that teacher last night. That's the hot spot where all the bad mojo is coming from. We need to create a Mangus Tripod.

Cordelia: A what?

Willow: One person chants here on the hot spot. And the other three chant in other places around the school forming a triangle. It's supposed to bind the bad spirit and keep it from doing any more harm.

Buffy: Well, I'll take the hot spot. If there's trouble, that's where it'll be.

—2.19 *I Only Have Eyes For You*

The biggest and baddest spellslingers have high levels of the Sorcery Quality, but as we've mentioned, it's not a pre-req for magic use. For example, Giles is a fairly skilled magician, but he'll never be able to turn someone into a rat with a few words and a wave of his hand.

Ordinary people need to perform a ritual to cast spells. That requirement sucks if your character has a pair of hungry hellhounds headed her way fast. However, all is not lost. A lack of Sorcery simply requires a bit more preparation.

When performing a ritual, every Success Level that your character rolls above the minimum needed to cast the spell allows her to hold onto the magical energies for up to five minutes. If your character is a really rocking occultist and rolls three extra Success Levels for a Ratification spell, she can perform the ritual, hold onto the magics for up to 15 minutes, and then rat someone out.

The problem here is that holding onto magic isn't particularly safe. If your character doesn't use the spell before the time limit is up, it will go off anyway and affect some random person nearby. If she's all alone when this happens, she could be running around on little wheels and eating cheese until someone changes her

back. Even worse, holding onto the spell requires a bit of concentration—if your character is injured before she uses the spell, it also goes off in a random way. The sad truth is that anyone who doesn't possess the Sorcery Quality is never going to be as good as someone who does, no matter how hard she studies. What was that about life and fairness again?

Canon Alert

The ability to hold onto spells after casting them is never shown or described in the show. Still, it's clear that magicians without the Sorcery Quality are not total pushovers. This rule helps such characters a bit. 'Course, there's always the downside . . .

New Archetypes

For players who can't have enough Archetype choices, the pages that follow present four more fun-loving gals and guys to throw into battle with the forces of darkness. The characters have their own stories and backgrounds, and can be used as-is or modified by players as they see fit.

Enjoy!

Original Cast Updates

The chapter rounds out with Season Six updates for four magically oriented Original Cast Members: Willow, Giles, Tara, and Amy. Some serious spellslinging there!

Remember that any character can attempt any combat maneuver. We only list the preferred ones though. We don't have any problem with Amy using her athleticism to punch or kick a critter, or with Tara going after someone with an axe. But we haven't seen that stuff much so we can't call those moves "preferred."



Young Mystic

ARCHETYPE

CHARACTER TYPE WHITE HAT

Life Points 26 Drama Points 20

Attributes (15)

Strength 2
Dexterity 2
Constitution 2
Intelligence 2
Perception 3
Willpower 4

Qualities (10 + 2 from Drawbacks)

Empathy (2)
Psychic Visions (1)
Psychometry (4)
Situational Awareness (2)
The Sight (3)

Drawbacks (5)

Honorable (Minimal) (1)
Misfit (2)
Teenager (2)

Skills (15 + 3 from Drawbacks)

Acrobatics 3	Knowledge 2
Art 0	Kung Fu 3
Computers 0	Languages 0
Crime 0	Mr. Fix-It 0
Doctor 0	Notice 5
Driving 1	Occultism 3
Getting Medieval 1	Science 0
Gun Fu 0	Sports 0
Influence 0	Wild Card 0

Maneuvers

Dodge
Magic
Punch

Bonus

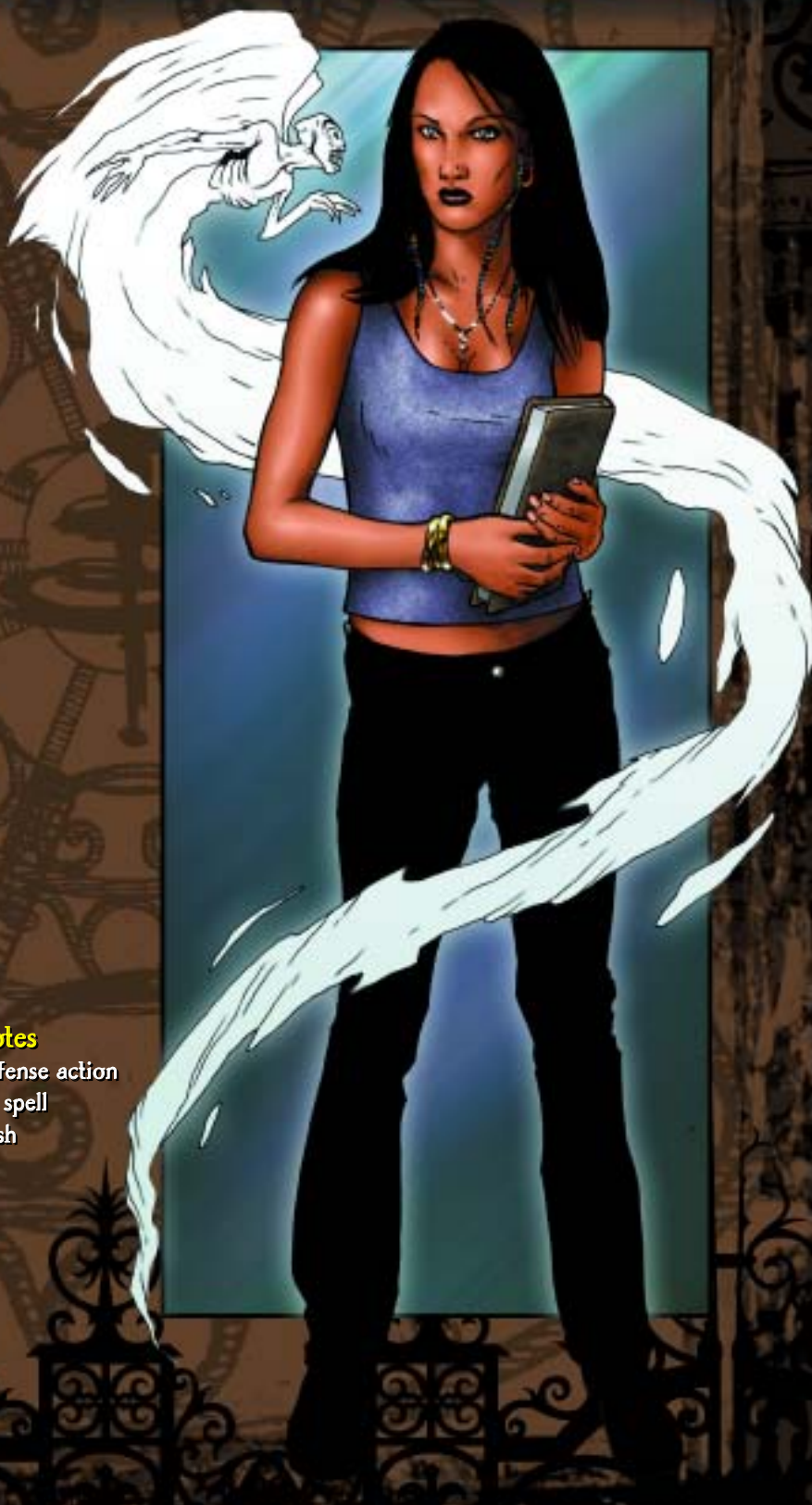
5
7
5

Base Damage

—
Varies
4

Notes

Defense action
By spell
Bash



BACKGROUND ON THE YOUNG MYSTIC

I've always noticed things that other people don't. I guess I figured out I was different when we moved into that old house and I made friends with Amanda, the girl who lived there. No one else could see her, but we became best friends. My parents got worried when I talked about her, they even sent me to see a doctor for a while—I learned not to talk about Amanda anymore.

As I grew up, I noticed even more sorts of weird stuff. Some of the people who hung around the convenience stores late at night had a scary look to them, like they were dead or something. I always stayed well away from them. Once I even saw this woman who looked like she had horns sometimes—she was pretty otherwise, but the horns were just too freaky.

I guess I got into monster hunting when I saw my friend Carl almost get into a car with this guy who looked dead. I grabbed Carl and told him we had to leave right now. He was pissed—he said the guy in the car was going to sell him some pot. I said the guy looked like a serial killer to me. Carl told me I was crazy, but as we were driving off, we saw this blonde woman getting into the guy's car. The next day, she turned up dead in a ditch. Carl bought me gas for the next two months.

I also started noticing people who looked weird but not scary. I found out that those sorts of people work magic. They mostly like having me around—it turns out that I can tell a live mummy hand from a dead one without letting it loose to see if it runs off. I asked an old woman who reads palms to teach me some magic. She tried, and while I'm okay, I'm not great at it. She said I'm better at seeing than doing, which I guess is also useful. At least I'm really tough to sneak up on.

Quote: "Jose was kidnapped here a couple of hours ago, by some sort of big green demons. We need to get to him soon. In the vision I had, those demons looked pretty hungry."

ROLEPLAYING THE YOUNG MYSTIC

You can't levitate people or bend iron bars with your bare hands, but you've got an inside line to the energies that pervade the universe. You can tell if someone is angry or if a particular dagger is enchanted as easily as someone else can tell if her socks match. As a result, you have an excellent sense of people and can spot a monster a block away. On the flip side, with all the monsters around you constantly feel peoples' cries for help. You likely couldn't sleep if you didn't do something to help quiet the ghosts and the visions.

Young Inventor

Life Points 30 Drama Points 10

ARCHETYPE

CHARACTER
TYPE
HERO



Attributes (20)

Strength 2
Dexterity 3
Constitution 3
Intelligence 6 (1 level from Nerd Quality)
Perception 4 (1 level from Nerd Quality)
Willpower 4

Qualities (20 + 4 from Drawbacks)

Attractiveness +1 (1)
Nerd (3)
Superscientist 4 (20)

Drawbacks (8)

Adversary (Vampires) (2)
Obsession (Tinkering) (2)
Reckless (2)
Teenager (2)

Skills (20 + 4 from Drawbacks)

Acrobatics 0	Knowledge 3
Art 0	Kung Fu 2
Computers 4	Languages 0
Crime 0	Mr. Fix-It 5
Doctor 0	Notice 2
Driving 1	Occultism 1
Getting Medieval 1	Science 6 (2 levels from Nerd Quality)
Gun Fu 0	Sports 1
Influence 0	Wild Card 0

Maneuvers	Bonus	Base Damage	Notes
Dodge	5	—	Defense action
Punch	5	6	Bash

BACKGROUND ON THE YOUNG INVENTOR

I've always liked tinkering with things—when I was eight, my folks got me my first electronics kit and I was hooked. I discovered I had a real knack for making gadgets. I remember how much my friends liked coming over to playing with the robot cat I built in 6th grade. It didn't look much like a cat, but I was pretty proud of the way it could bat around a ball of string, mew to be petted, and howl when it needed to have its batteries changed.

I learned to keep quiet about some of the things I make after my radio-controlled robot dragonfly won the science fair in 9th grade. Some guys in black suits came around and asked my parents and me lots of questions. I didn't trust them—I'd read enough on the Internet to know that you can't trust men in black. I showed them an earlier prototype that didn't have the cameras or the ability to hover. They weren't terribly impressed, so they went away.

I did try to keep a lower profile after that, but I guess not low enough. A few months ago, this really weird guy was waiting for me when I came home from the library one evening. He said he'd heard of the things I could make and wanted me to do some work for him. He flashed more money than I'd ever seen in my life. He wanted some security robots, which made sense—he sure seemed majorly paranoid. I made him three and he was really happy. Then he offered me a diamond pendant. No one ever invites me to dances, so I'm not sure where I'd wear it, but it looked really nice. I guess he thought he had me hooked, he asked me to make him a harness that would send a couple of thousand volts through anyone who hit him and some gloves that would let him do the same thing to anyone he touched.

I didn't like the sound of that and got suspicious. I followed him around with the dragonfly. He only went out at night and I almost screamed when I saw his face change before he bit that girl. He was a vampire. Worse, he hung out with other vampires. I didn't want to see him again and I sure as heck wasn't going to make him anything else. I took control of the security bots I'd made for him and had two of them tie him down while the other opened all the windows to let the sun in. I hope none of the other vampires know about me.

Quote: "Is that type of demon sensitive to electricity? My new ray gun is ready, and I'd love a chance to test it."

ROLEPLAYING THE YOUNG INVENTOR

You are a typical electronics geek. You are always building something new and your room is stuffed full of various finished and half-finished projects. You also manage to impress the heck out of your geekier friends. You all have Star Trek models, but yours are the only ones that actually fly and shoot beams of light. Vampires and other demons scare you, but you figure that the finest modern technology should keep them at bay—at least after a few of your special modifications.

AWOL Invisible Spy

ARCHETYPE

CHARACTER TYPE WHITE HAT

Life Points 30 Drama Points 20

Attributes (15)

Strength 2
Dexterity 3
Constitution 3
Intelligence 2
Perception 3
Willpower 2

Qualities (10 + 4 from Drawbacks)

Fast Reaction Time (2)
Invisible (10)
Situational Awareness (2)

Drawbacks (9)

Adversary (Government Agents) (3)
Reckless (2)
Talentless (2)
Teenager (2)

Skills (15 + 5 from Drawbacks)

Acrobatics 0	Knowledge 1
Art 0	Kung Fu 3
Computers 2	Languages 1
Crime 3	Mr. Fix-It 0
Doctor 0	Notice 2
Driving 1	Occultism 0
Getting Medieval 3	Science 1
Gun Fu 3	Sports 0
Influence 0	Wild Card 0

Maneuvers	Bonus	Base Damage	Notes
Big Knife	6	6	Slash/stab
Big Pistol	6	15	Bullet
Dodge	6	—	Defense action
Punch	6	4	Bash



BACKGROUND ON THE AWOL INVISIBLE SPY

I've never understood how most people can talk to someone they don't know really well, I never knew what to say. Since I didn't ever seem to know anyone well, I mostly didn't talk to anyone. When I was little, other kids played with me some, but as I grew up it was like everyone else was in on some secret that I wasn't. I didn't have any friends and even my parents didn't seem to care about me much. I didn't cause trouble in school, so the teachers pretty much ignored me too. I don't know why, but one day I noticed that no one could see me. I have no idea how long it had been going on—it wasn't really all that different, except that the clerk at the Double Meat Palace looked around funny when I ordered some fries. I got angry and spoke up and she didn't know who was speaking. When I picked up a saltshaker and threw it at her, everyone got freaked, but they still couldn't see me.

I figured that if no one could see me I could do what I wanted. I started shoplifting like crazy—I got some really sweet gold chains too—anything that went in my pockets was invisible too. Either the security cameras saw the chains moving on their own, or someone noticed something—either way some guys in black suits who were wearing weird goggles were waiting for me one time I went to the mall. They shot me with some sort of knock-out dart. When I woke up, they told me that they could send me to prison or they could train me as a spy. Being a spy sounded like a better deal. They taught me all about planting bugs and spying and about a dozen different ways to kill people.

After a while I started to resent being someone's pet spy, but they watched us pretty close. I didn't get a chance to run until I went on my first mission. I'd been working on how to take off the radio tracker they had locked to my wrist for weeks, but couldn't be certain I'd get away until I was outside. Finally, they said I was ready and sent me into some embassy to steal some papers and take photos of the ambassador in bed with a 15-year-old kid. I blew all that off, picked the lock on the tracking bracelet, and went "absent without leave." Now I'm looking for some people who won't freak when I start speaking.

Quote: "Yes I'm real, I'm just invisible. No, I'm not playing some kind of trick. Just listen to me for a sec, it's important!"

ROLEPLAYING THE AWOL INVISIBLE SPY

You grew up painfully shy and withdrawn and are only now getting over it. You've been through lots of bad stuff and while you now know seven different ways to kill someone with a fork, you're basically a good person. You are looking to do something important and to find some people who will talk to you. Friendship seems pretty unlikely for someone like you, but you never know.

Demon-Trained Witch

ARCHETYPE

CHARACTER
TYPE
WHITE HAT

Life Points 26 Drama Points 20

Attributes (15)

Strength 2
Dexterity 2
Constitution 2
Intelligence 2
Perception 2
Willpower 5

Qualities (10 + 5 from Drawbacks)

Sorcery 3 (15)

Drawbacks (10)

Demonic Tutor (2)
Resources (Hurting) (2)
Paranoid (2)
Secret (Dark Past) (2)
Teenager (2)

Skills (15 + 5 from Drawbacks)

Acrobatics 2	Knowledge 3
Art 0	Kung Fu 2
Computers 0	Languages 2
Crime 2	Mr. Fix-It 0
Doctor 0	Notice 2
Driving 1	Occultism 5
Getting Medieval 0	Science 0
Gun Fu 0	Sports 0
Influence 1	Wild Card 0

Maneuvers

Bonus

Base Damage

Notes

Dodge	4	—	Defense action
Magic	13	Varies	By spell
Punch	4	4	Bash
Telekinesis	8	2 x Success Levels	Bash or Slash/stab



BACKGROUND ON THE DEMON-TRAINED WITCH

I had lots of friends and was in all sorts of clubs back in my old school, but when we moved here no one really liked me. The only person who talked to me was this older guy, Eric. Eric was cool—he said he was in college and took me for rides in his car. He also showed me tricks. First he talked about it like it was stage magic, then he started showing me stuff that stage magicians can't do.

I was young, lonely, and he was showing me stuff that I'd only read about in fantasy novels. I practically begged him to teach me this stuff, so he did. It was great at first. I was floating hairbrushes, making little glowing lights appear, and doing all sorts of tricks. Then Eric started teaching me serious magic. I didn't mind the healing spell or the protections, but the curses and the summonings scared me.

At first, he just wanted me to help him with a spell to kill a couple of demons. I didn't have any trouble with that. Later on, helping with a minor curse on a rival magician who had been threatening Eric only seemed fair. Even the spell to teleport money from a bank vault didn't seem that bad—he let me have a quarter of the money and talked about how much insurance the bank had.

Then he wanted me to help him kill this woman and I just couldn't do it. He told me the spell needed two people to cast it, and he wasn't taking no for an answer. I said no, and he changed—all of a sudden, he looked just like the two demons I'd helped him kill. He told me he'd kill me if I didn't help him with the spell. I used some magic to slow him down and I ran. I couldn't go home—he knew where I lived and I didn't want him hurting my mom or my younger brother. I left town and have been on the streets ever since. He's still looking for me. And he must have paid other demons to look for me, since I've had some of them following me around too. If it weren't for my magic, he'd have gotten me long ago. I've had to do some bad things while living on the street, but I haven't killed anyone and I'm not going back to him.

Quote: "Has anyone been asking about me? If you see someone who is, please don't tell him where I am. Oh, keep out of his way too, he's really dangerous."

ROLEPLAYING THE DEMON-TRAINED WITCH

You've done some seriously bad stuff and you only just avoided committing murder. You know way more about demons than someone your age should; now you also know the mundane horrors of life on the street. The major thing going for you is that you know about ten spells. You want to redeem yourself but you have a long way to go. You also want to stop running from the demon that is hunting you. Eventually, you hope to be powerful enough to stand your ground and send the demon back to whatever vile hell dimension it came from.



LIFE POINTS 26
 DRAMA POINTS 20
 EXPERIENCE POINTS



CHARACTER NAME Willow Rosenberg
 CHARACTER TYPE (Very Experienced) White Hat
 DESCRIPTION Magic Addict

ATTRIBUTES

STRENGTH	<u>1</u>	INTELLIGENCE	<u>5</u>
DEXTERITY	<u>2</u>	PERCEPTION	<u>3</u>
CONSTITUTION	<u>3</u>	WILLPOWER	<u>5</u>

SKILLS

ACROBATICS	<u>4</u>	KNOWLEDGE	<u>6</u>
ART	<u>0</u>	KUNG FU	<u>3</u>
COMPUTERS	<u>7</u>	LANGUAGES	<u>3</u>
CRIME	<u>1</u>	MR. FIX-IT	<u>4</u>
DOCTOR	<u>2</u>	NOTICE	<u>4</u>
DRIVING	<u>0</u>	OCCULTISM	<u>6</u>
GETTING MEDIEVAL	<u>2</u>	SCIENCE	<u>5</u>
GUN FU	<u>0</u>	SPORTS	<u>0</u>
INFLUENCE	<u>2</u>	WILD CARD	<u>0</u>

USEFUL INFORMATION

INITIATIVE (DIO + DEX) _____
 PERCEPTION (DIO + PER + NOTICE) _____

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	

QUALITIES

Attractiveness +2	Occult Library 3
Nerd	Sorcery 9
	(13 after power boost from Rack)

DRAWBACKS

Adversary (Assorted) 5	Love
Minority	Magic Addiction
(Gay Jewish Wicca)	

COMBAT MANEUVERS

MANEUVER	BONUS	BASE DAMAGE	NOTES
Dodge	6	—	Defense action
Magic	16	Varies	By spell
Punch	5	2	
Stake	4	2	
(Through the Heart)	1	2	x5 vs vamps
Telekinesis	14	•	Bash or Slash/stab
(Power Boost)	18	•	Bash or Slash/stab

• 2 x Success Levels



LIFE POINTS 49
DRAMA POINTS 20
EXPERIENCE POINTS



CHARACTER NAME Rupert Giles
CHARACTER TYPE (Very Experienced) White Hat
DESCRIPTION Coven-Boosted

ATTRIBUTES

STRENGTH	<u>3</u>	INTELLIGENCE	<u>5</u>
DEXTERITY	<u>4</u>	PERCEPTION	<u>2</u>
CONSTITUTION	<u>3</u>	WILLPOWER	<u>5</u>

SKILLS

ACROBATICS	<u>5</u>	KNOWLEDGE	<u>7</u>
ART	<u>3</u>	KUNG FU	<u>5</u>
COMPUTERS	<u>0</u>	LANGUAGES	<u>5</u>
CRIME	<u>3</u>	MR. FIX-IT	<u>2</u>
DOCTOR	<u>3</u>	NOTICE	<u>4</u>
DRIVING	<u>3</u>	OCCULTISM	<u>8</u>
GETTING MEDIEVAL	<u>6</u>	SCIENCE	<u>3</u>
GUN FU	<u>0</u>	SPORTS	<u>1</u>
INFLUENCE	<u>3</u>	WILD CARD	<u>0</u>

USEFUL INFORMATION

INITIATIVE (D10 + DEX) _____
PERCEPTION (D10 + PER + NOTICE) _____

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	

QUALITIES

Attractiveness +1	Contacts (Occult) 5
Hard to Kill 5	Nerves of Steel
Occult Library 5	Photographic Memory
Watcher	Sorcery 13 (After power boost from Coven)

DRAWBACKS

Adversary (Assorted) 5	Honorable (Serious)
Impaired Senses (Sight)	Mental Problems (Cruelty) 1
Obligation (Major)	

COMBAT MANEUVERS

MANEUVER	BASE BONUS DAMAGE		NOTES
Dodge	10	—	Defense action
Kick	8	8	Bash
Punch	9	6	Bash
Sword	10	12	Slash/stab
Stake	10	6	Slash/stab
(Through the Heart)	7	6	x5 vs vamps
Crossbow	10	16	Slash/stab
(Through the Heart)	7	16	x5 vs vamps
Magic	13	Varies	By spell
(Power Boost)	18	Varies	By spell
Telekinesis	18	•	Bash or Slash/stab; only boosted

• 2 x Success Levels



3 *The Art of the Arts*

Buffy: It smells good. What is it?

Willow: Just a little something we witches like to call a protection spell.

Buffy: Good deal, protection. (sniffs) I'm surprised, though, 'cause usually spell stuff's more . . .

Willow: Stinky. Yeah. That's why I added lavender. Give me time, and I may be the first Wicca to do all my conjuring in pine fresh scent.

—3.14 *Bad Girls*

You got questions . . .

We got rules. New rules, expanded rules, even some suggestions. But don't despair, many of these rules provide answers. 'Course, they might raise new questions, but that's usually the case with the whole questions-answers thing.

These new magic-oriented rules give you, the Director, more options for your *BtVS RPG Series*. They don't all have to be adopted—we are well aware that not everyone grokked the whole “magic as addiction” plotline. If you don't like 'em, ignore 'em. Or bring in a few and see how they go. If they detract from your storyline, remove them. If they enhance your game . . . well . . . we're blushing glad you liked them.

TOGETHERNESS

Willow: You were there looking for me?

Tara: I thought maybe we could do a spell—make people talk again. I-I'd seen you in the group, the Wicca group . . . you were . . . you were different than them. I mean they didn't seem to know . . .

Willow: . . . what they were talking about.

Tara: I think if they saw a witch they would run the other way.

—4.10 *Hush*





Spells that require multiple magicians don't require multiple rolls. The participant with the highest casting bonus (Willpower + Occultism + Sorcery [if any]) or Quick Sheet Magic Maneuver Score is called the primary caster. She does the rolling. The casting bonus of other participants is not used.

When more than the required number of participants is available, the extra help comes in handy. Every magician above the minimum needed adds +1 for every Success Level she achieves on a separate casting roll. So, if a spell normally requires three casters and four Witches are around, the one with the lowest casting bonus adds +1 per Success Level to the primary caster's casting total. The bonus for a single helper may be small, but it could be the difference between arcane achievement and pain-inducing prestidigitation. Making magic with a full coven of 13 Witches can really put some mustard in the mojo. There is a downside though—each additional caster's failure subtracts two from the primary caster's final result.

Regardless of the quality of the help though, the total bonus added by the additional magicians cannot exceed the primary caster's Willpower and Occultism (and Sorcery) bonus. In effect, the primary caster's bonuses can be doubled, but no more than that.

VIRTUAL MAGIC

Jenny: Almost there.

Giles: Couldn't you just stop Moloch by . . . by entering some computer virus?

Jenny: You've seen way too many movies. Okay! We're up. You read, I type. Ready?

Giles: Uh, I am. By the power of the divine, by the essence of the word, I command you . . .

—1.8 *I Robot, You Jane*

With the rise of the Internet, Technopagans (see p. 14) have developed rituals for combining computers and magic. The most common of these techniques is the virtual circle. If a character needs to perform a ritual that requires a number of participants, but doesn't have the proper number of magically inclined friends around, virtual magic can be a great way to go.

Everyone involved blesses her computer and burns incense and candles are burned—to set the proper atmosphere. Then each participant types the various invocations instead of speaking them aloud. Non-wired magicians can help out but they must be close by the wired ones.

Spells cast using a virtual circle receive the usual "working together" benefits. Simply add the bonus from every additional magician involved in the ritual just as if everyone were performing the spell in the same place. On the other hand, virtual magic is slower than normal—all rituals so cast require twice as much time to perform. Also, the effect is centered around the primary caster.

TELEKINESIS

Willow (desperately): You've seen what we can do! Another step and you will all feel my power!

Buffy (quietly): What are you gonna do, float a pencil at 'em?

Willow: It's a REALLY big power!

—3.11 *Gingerbread*

These rules on telekinesis (whether sorcerous or psychic) clarify and enhance those abilities. Use them to give a little oomph to your player's Witches and psychics.

When tossing people around using telekinesis, the Bash damage is two times the Success Levels. The telekinetic Strength (the Success Levels in the Willpower and Sorcery/Telekinesis roll) must be sufficient to lift the person off the floor though (see *BtVS Corebook*, p. 31).

Precise tasks (guiding a key into a keyhole, manipulating a keyboard) require a Perception and Sorcery/Telekinesis roll (with appropriate Success Levels as you demand).

Attacks use Dexterity or Perception (player's choice) and an appropriate Skill (staking the vamp would use Getting Medieval, firing a gun would use Gun Fu). All remote tasks suffer a -1 penalty because the telekinetic manipulates the object at a distance. Damage is a function of the Strength of the effect.

Tossing small objects at someone requires only a Willpower and Sorcery/Telekinesis roll, and must overcome the target's defense roll. The damage value of such an attack is two times the Success Levels rolled.

Finally, rather than forcing a reroll as time passes, a sufficiently experienced magician or psychic could choose to keep the previous roll and simply apply a -2 penalty. This would kick in with four or more levels of Sorcery or Telekinesis. Say, a character with Willpower 4 and Sorcery 4 remotely swings a large axe. If she rolls an eight, she uses it with Strength 4 (4 + 4 + 8 = 16; four Success Levels). After the applicable time period expires, she could reroll or simply assume a 14 total (16 - 2 = 14). For the next time period, she keeps the same roll, subtracts two, and has three Success Levels or a Strength 3.





POWER BOOSTING

Willow (panting): That . . . was rude! Now I forgot what I was saying.

Giles (painfully): Perhaps you're not as strong . . . as you think you are. You're expending way too much of your mystical energy to maintain your powers. At this rate you're going to . . . burn out. And up.

Willow (annoyed): Blah blah blah.

Giles: (on his knees) Willow, you . . . you need to stop.

Willow: What I need . . . (grabbing Giles) . . . is a little pick-me-up.

—6.22 Grave

Sometimes a magician knows that she simply doesn't have the stuff for a big magical battle or intensive power-draining event. In such situations, the tough and canny (and sometimes evil) magician looks for a little extra juice.

Based on what we have seen on the *BtVS* TV show, we present four methods of power boosting—from Magic Pushers, from the Boost Power spell, from other magicians, or from draining powerful enchanted items.

canon alert

Power Boosting is derived from the events seen in Season Six. This rule covers Rack giving Willow extra power, Willow draining vast amounts of power from magic books and from Giles, and Giles being granted power by the good witches of the . . . sorry . . . a coven of British Witches.

Whatever the source, the mechanics are the same. Power boosting grants the recipient additional levels of the Sorcery Quality. These bonuses add to both telekinesis and casting rolls (and ignore the normal +5 maximum for Sorcery bonuses). This enhanced power can be used on a number of spells or uses of telekinesis equal to the amount of the boost. After that, the extra power vanishes, leaving the person utterly exhausted. Reduce the magician's Strength, Constitution, Willpower, and Life Points by half (round up) until she both eats a meal and sleeps at least eight hours. With such rest and replenishment, all lost Attributes are fully recovered.

The boost is not without worries. The nature of the boost's source can influence the character. Being given power by a coven of loving and honorable Witches is very different from draining power from a vile enchanted blade that centuries worth of cultists have used to sacrifice innocent victims. Whenever a magician uses a power boost, she must make a Willpower (not doubled) roll to retain control (anyone addicted to magic automatically fails this roll). If the additional Sorcery levels gained are less than or equal to the character's Willpower, only a single Success Level is required. If the amount of the boost is greater than her Willpower but not over two times that Attribute, she must roll three Success Levels. A power boost equal or greater than twice the character's Willpower allows the character no control roll. Casters who succeed may act normally. Casters who don't are temporarily overcome by the emotions connected to the source of the power boost.

Draining power from a item used by generations of magicians sworn to selflessly protect all innocents from harm, and then failing the control roll would cause the boostee to be filled with compassion and urges towards self-sacrifice (or worse—toward world destruction as in Willow's case in 6.22 Grave). In contrast, gaining power from a group of demons cultists would fill a person with hatred and the overwhelming desire to do evil. Someone beholden to a Magic Pusher (see p. 53) would simply be filled with mind-numbing ecstasy. The exact effect on the character is dictated by the circumstances, but it may involve you taking over for a time (no doubt one of those Drama Point award deals). These feelings persist until the character uses up the entire power boost.

Characters who accept a power boost greater than twice their Willpower may retain the boost's influence. You could allow the character a Willpower (not doubled) roll to shake off these effects, or you could just impose them automatically. An otherwise good person who used a demonic source of power might gain the Cruel or Covetous Drawback. Someone who was nor-



mally selfish and cruel might gain one or more points of the Honorable Drawback. Thus, there's grave risk involved in attempting to destroy an evil artifact by magically draining it. It'd be a kick in the pants if neutralizing the item caused the Cast Members to assume the very traits they sought to extinguish. No good deed goes unpunished.

MAGIC PUSHER SOURCE

Magic Pushers (see p. 53) are more than willing to give power. The boost is normally between +4 and +8, depending upon the power of the pusher. Pushers can give power to characters who do not have the Sorcery Quality. For the duration of the boost, the person is able to cast spells as if they had the Sorcery Quality.

BOOST POWER SPELL SOURCE

This spell (see p. 82) is the easiest and safest way of enhancing power, but it requires a group of 13 magicians to cast. The effects of this boost depend upon exactly who is providing it. The spell can give power to characters who do not have the Sorcery Quality. For the duration of the boost, the person is able to cast spells as if they had the Sorcery Quality.

MAGICIAN DRAINING SOURCE

For those with little compunction about personal space or dignity, sucking the Sorcery levels out of a magician is a quick way to more power. A character must have seven or more levels of Sorcery to be a sucker, and the victim must have one or more levels of Sorcery to be a suckee. Each level drained adds one to the magician's Sorcery and subtracts one from the victim. As you can imagine, being drained is very debilitating—victims lose one point of Strength, Dexterity, and Constitution (to a minimum of one) for each level of Sorcery lost. Lost levels and Attributes are not restored until the boost is used up.

This source is even more risky given the extreme personal nature of the power absorbed. Retaining control requires double the normal number of Success Levels required on the Willpower (not doubled) roll. Even when control is retained, the shards of personality absorbed are highly disturbing. It's a method reserved for only the most desperate or deranged.

ENCHANTED ITEMS SOURCE

Only those with the Sorcery Quality can drain power from enchanted items. The process is quite simple—the

character touches the item or items, and makes a Willpower and Occultism and Sorcery roll. If she gains four or more Success Levels, she succeeds. The character receives a power boost equal to the total Power Level of all enchanted items she is touching. At the same time, every one of these items is permanently drained of all magical power.

Using this type of Power Boosting is relatively easy and potent, but few magicians can afford to permanently destroy entire shelves of enchanted items. Also, if the boostee doesn't know the history and associations of an item, she could wind up temporarily overcome with an overwhelming desire to do great evil. Using this method of boosting is definitely a buyer beware sort of deal.

MAGIC ADDICTION

Buffy: Yeah, you know what, you did screw up, okay? You could have killed her! You almost did!

Willow (crying): I know! I know! I can't stop, Buffy! I tried and I can't.

Buffy: You can.

Willow: I can't! I can't, I ju . . . god, I need help. Please! (sobbing) Please help me, please.

—6.10 *Wrecked*

Magic is heavy stuff—a powerful Witch can teleport, toss knives and soda machines, rodenticize, and exfoliate at the drop of a hat. The simple fact is that magic can be used to do whatever the magician desires. This is quite the mind-warping trip.

More than one magician has lost her perspective, has gotten caught up in using magic to fulfill her every whim and fantasy. This sort of power can easily become psychologically addictive, especially in the hands of the teenage and college-age misfits who are typically drawn to the occult. Willow is not a unique case; Giles seems to have walked the edge during his years at University.

Still, a darker and more insidious type of addiction takes over Witches and Warlocks who consistently push the limits of their power. The act of magic itself can produce a profound feeling of ecstasy. This ground-shaking joy leaves a void when it dissipates and the magician usually wants more. Such a person is well on her way to magic addiction. Ordinary magicians rarely suffer from this sort of addiction—they simply cannot work with enough power to obtain the needed "rush." True spellcasters (those with high levels of Sorcery) regularly work with dangerous levels of magical energy. Those are the folks who often succumb.





Darkening the Dark Side

In Season Six, Willow appears to become addicted to magic. Sam also mentions shamans being unable to control their magic use, and paying the ultimate penalty for it. On the other hand, addiction adds to the already considerable dark side of magic and may not be desirable for every group. Consider carefully before including these rules in your Series.

The rules presented here assume that the cause of magic addiction is the rush experienced from using powers that are almost beyond the character's control. This is only one option available. You could just as easily rule that magic is addictive solely because all power is addictive if overused. Magic allows a person to do whatever she wants, regardless of the wishes of others—that's bound to mess with your mind in time.

Alternately, you might well rule that magic is only potentially addictive if it is not being used for good or altruistic purposes. This sets "white magic" as not addictive. That requires a careful review of how and why magic is being used.

Remember, however you play it, someone's bound to get hurt . . . par for the course in the Buffyverse.

Witches and Warlocks who regularly cast spells with Power Levels equal to or greater than their Willpower Attribute are at risk. Performing more than ten spells in a month triggers a Willpower (doubled) roll at the end of that time. If the caster rolls a number of Success Levels equal to or greater than the number of high level spells over ten previously cast, she fights off the burgeoning need. Even so, if she repeats the risky behavior the next month, her Willpower roll to maintain control suffers a -1 penalty. This penalty accumulates each month that she overuses magic, and decreases by one each month she refrains from using high power magic.

Should the character fail her addiction Willpower roll, she gains a 3-point Addiction (Magic) Drawback. The magician must cast a spell at least once every other day, and must cast a spell with a Power Level above her Willpower at least once a week. If she fails to do so, she enters Withdrawal. While in Withdrawal, she feels emotionally uneasy and may even develop physical side effects (shaking, nausea, chills). She also must perform a weekly Willpower (doubled) roll and gain a number of Success Levels equal to (5 - the number of weeks since the character last used magic). If not, she relapses and must use magic. At the end of five magic-free weeks, the character finally kicks her addiction. Still, for the next six months she must make an addiction Willpower roll if



she casts more than three spells with Power Levels greater than her Willpower in a month (requiring Success Levels equal to the number of such spells cast over three).

Magic addicted characters often gravitate toward power boosting, which only deepens their problems.

MAGIC PUSHERS

Rack: Amy said I could help you. But did Amy say how you could help me?

Willow: No, I-I have some money, a-a bit.

Rack: Not money.

Willow (nervous): Well, I could help you with your computer, I'm really handy—

Rack: Just relax, I'm not gonna hurt you. You gotta give a little to get a little, right?

—6.10 *Wrecked*

Some practitioners or creatures have the ability to power boost magicians. While most simply sell their services to Witches and Warlocks in search of more wherewithal, some find the lure of power too great. These weak-willed become Magic Pushers. Since most pushers lack the discipline or power to be potent magicians in their own right, they use another's power to work their will.

As stated (see p. 50), anyone who receives a power boost may be overwhelmed by the emotions and energies associated with the source of the magic. If the character is already addicted to magic, she automatically fails this control roll.

Such a failure allows the Magic Pusher to freely make use of the power of the person boosted. For the next hour, the Magic Pusher can use the magician's new Sorcery levels for telekinesis purposes, and new casting bonus to perform any spell the magician knows. The enraptured character cannot resist this control. After "crashing," the magician only half-remembers this lack of control and any spells that might have been cast.

Anyone who loses control during more than two power boosts a month must check for magic addiction (needing Success Levels equal to double the number of times over two that they lost control). Anyone can experience the rush of a power boost, even those who do not possess the Sorcery Quality. They too may become addicted to magic. Those who lack the Sorcery Quality can only avoid Withdrawal through additional power boosts—these wretches typically frequent magic pushers several times a week and are often willing to do anything to obtain their next fix.

SACRIFICE

Buffy: Poor Will. Still getting those headaches?

Willow: Fewer and further between, but . . . yep, they're still exercising their visitation rights.

Tara: Honey, in case you didn't hear me the first six thousand times, no more teleportation spells.

Willow: Well, it's just we have squat in the way of Glory-fighting arsenal, and . . . another run-in with her and my headaches and nosebleeds are gonna be the least of our problems.

—5.14 *Crush*

Certain ingredients are needed for certain spells. If you ain't got the goods (or something like them), you ain't got the mojo. But what if you got something better?

MAGICAL ITEMS

Using a potent magical ingredient in a ritual makes casting much easier—a bonus is granted to the casting roll equal to twice the magical object's Power Level. For example, if the spell calls for the crushing of an ordinary emerald into powder and the enchanted emerald of Val-Zan (Power Level 3) is used instead, the casting total gains a +6 bonus.

Unfortunately, this bonus only arises if the item is actually destroyed in the ritual. Sacrificing an enchanted object in this fashion is more effective than draining it for power boosting (see p. 51), but the power gained is only useful in a single spell. Few people are willing to destroy magic items to cast one spell.

LIFE FORCE

Magicians can sacrifice their own life force to aid in their casting. Every five Life Points a caster voluntarily loses during a ritual adds a +1 bonus to the casting total. No single caster can gain a sacrifice bonus greater than her Willpower, but a strong-willed, weak-bodied magician could do herself serious damage to ensure that she successfully casts a potent spell.

Unlike the other bonuses, a Life Point sacrifice bonus can be added after the die has been rolled. Boosting magic in this fashion does not require any actions on the caster's part—glowing magical energies simply suck the life out of her body. Afterwards, the caster suffers nosebleeds (like Willow got occasionally), severe headaches, and in extreme cases internal bleeding or deep bruises. Magic cannot be used to heal sacrifice injuries—they must be allowed to heal normally.



Multiple magicians can donate life force to a single spell, but each one must suffer at least five Life Points of damage. A lesser sacrifice just is not potent enough to affect the magical energies. On rare occasions, magicians have given their lives to ensure that a spell succeeds.

Causing ritual damage to others works the same way. This, of course, is strictly the province of the vilest of Adversaries. Anyone engaging in that sort of activity performs the blackest sort of magic and permanently allies themselves with the powers of darkness (see p. 55). Redemption from such deeds may be possible, but it's not likely.

DEMONIC PACTS

Mayor Wilkins: Are you sure that subcontracting is the way to go here?

Trick: 'Well, this guy's worked your town before, and if he lives up to his rep, this place'll be in flames.

Mayor Wilkins: I've made certain deals to get where I am today. This demon requires his tribute. You see, that's what separates me from other politicians, Mr. Trick. I KEEP my campaign promises.

—3.6 *Band Candy*

canon alert

Although pacts with demons have been mentioned on the *BtVS* TV show, none have been described in any detail. The following is one possible interpretation based upon some of the more common legends about demon pacts.

Many demons enjoy working with humans, especially with powerful human magicians. A normal person can potentially cause a lot more harm than a demon, simply because the monsters have trouble walking the streets without attracting notice. Furthermore, by working through an agent, demons remain safe from retaliation.

A magical pact governs most demon-human relations. These pacts (usually signed in blood) bind the demon to perform certain services for the human. In return, the human promises to do things for the demon. Since people have souls, compelling them to keep the entire bargain is quite difficult. Still, signing a pact with a demon means that the signer cannot attack the demon in any way. If she tries, all of her attacks miss and any hostile

spells she uses against the demon automatically fail.

Moreover, a pact insures that the demon cannot be separated from the signer. Even if the signer enters an area that's completely warded against all demons, the wards do not keep out pact-ed demon as long as the signer remains inside this area.

In short, signing a pact with a demon means that the character has no protection against the demon and the demon is completely protected from the character—definitely a bad deal for the character, but then again dealing with demons usually is. In most cases, it doesn't matter what the signer thinks she had agreed to do for the demon. Once the contract is signed, the demon is free to attempt to intimidate and terrorize the signer until she agrees to do its bidding.

Naturally, demons write these contracts so that they promise to do as little as possible for the signer. Also, demons are under no obligation to accurately describe the details of the contract, to have it printed in a language the character can read, or even to reveal their demonic nature. The human must sign voluntarily but may be tricked into doing so.

BLACK, WHITE, AND SHADES OF GREY

Willow: Okay, that's a little blacker than I like my arts.

Anya (exasperated): Oh, don't be such a wimp.

—3.16 *Doppelgängland*

We've all heard talk about black magic and black magicians, and occasionally about white magic and white magicians. Unfortunately, the reality is a whole lot less simple. Some magicians use their powers for selfish and harmful purposes—some even try to do crazy stuff like opening hellmouths or turning themselves into purebred demons. Even they are not all darkness; the Mayor reached out and connected with Faith on a personal

canon alert

Taking out the odd exception, it seems pretty clear from the *BtVS* TV show that good things are more likely to happen to good magicians and evil magicians tend to come to bad end. We don't have express support for the existence of positive and negative dimensions or ties between those dimensions and spellcasters, but the rules presented in this section supply a gentle but profound means to reward the good and punish the bad. Strictly non-canonical and optional, these rules may provide an aspect to magic that is usually accounted for by writer fiat in the *Buffy* TV show.



level. Other spellcasters do their best to fight evil and save innocent lives. These worthies sometimes find it hard to avoid the occasional bit of selfish or even harmful casting though. Willow during the depths of her pain when Oz left is one example.

MAGIC AND MORALS

They don't call them the dark arts for nothing. People can mess themselves up pretty seriously with magic. Even if a magician is careful, lucky, and never accidentally substitutes mugwort for mandrake root, she can get herself in trouble if she frequently uses magic for selfish and hurtful purposes.

In and of itself, magic is fairly neutral. On the other hand, some demons can sense and use it as easily as you can walk and chew gum at the same time (or maybe more easily than that . . .). Also, magic creates connections between the multiverse of dimensions out there. If a Witch uses magic to protect others or for other positive purposes, whether she is casting spells to heal her best friend's broken arm, or to save the world from demonic invasion, she is building ties with the positive dimensions that some people call the heavens. If this same Witch is instead using spells to kill her enemies, get rich, or force people to fall in love with her, she is building equally strong ties with some of the nastier demon dimensions. Doing a little bit of both mostly cancels everything out.

It's really tough for a magician to untangle herself from the ties she creates when she uses magic to commit cold-blooded murder or similarly heinous acts. However, using magic to help others most of the time, while occasionally using it for slightly selfish reason like cleaning her room or keeping her teachers from realizing she didn't get her paper done on time, is basically a wash. The Witch gets neither benefits nor penalties.



DEMON DIMENSION TIES

The first bad thing about ties to demon dimensions is that demons tend to notice the character. If a Witch does something particularly impressive, she may even have a demon show up and try to recruit her, say as a Vengeance Demon or maybe as an assistant torturer in some hell dimension. While these demons sometimes take no for an answer, other times they don't. Also, whether coercive or not, having one show up in her room tends to scare friends and family. Not to mention that it's a definite sign that the character has been into some radically nasty stuff.

That's also only the beginning—the consequences of some actions never go away, no matter how much good a person does. If a Cast Member engages in enough evil, eventually demons may start showing up on their own “just to hang.” If she has turned the corner and is trying to work with the good guys, having something with scales and sulfur-y BO drop by to party significantly raises the suspicion factor.

When a character takes a serious turn to the dark side of the street, add three to her rolls on all Spell Side Effects Tables (see p. 57). This modification is imposed only if she has been doing the majority of her magics for selfish and hurtful purposes, or if she has committed at least one truly heinous act like summoning a demon to kill an innocent.

POSITIVE DIMENSION TIES

On the other side of the coin, using the forces of magic for unselfish purposes can be extremely rewarding. White practitioners do everything they can to avoid killing defeated enemies—instead sending their human enemies to jail and banishing their demonic foes. With a rep like that, a demon summoned to kill such a magician might simply warn her that someone is calling nasties to hunt her down. It's impossible to count on this sort of thing, but it's not uncommon for good Witches to enjoy a number of allies, including a few who have way too many legs.

Also, magic tends to affect such people less seriously. Witches with ties to positive dimensions subtract three from all rolls on Spell Side Effects Table (see p. 57). This subtraction is only made if they have never used their magic to do anything truly nasty, and if they almost always use their magic to help others and for other unselfish purposes like saving the world.



WHEN SPELLS GO WRONG

Angelus (chanting): I have strayed, I have been lost. But Acatla redeems me. With this act, we will be free. (Pulls mightily but sword doesn't budge.)

Spike (sing-song): Someone wasn't worthy.

Angelus: Damn it!

Drusilla (moaning): This is so . . . disappointing!

Angelus: There must be something I missed. The incantations, the blood . . . I don't know!

—2.21 *Becoming - Part One*



Magic can be a lot like trying to juggle eggs—if a magician makes a mistake there's going to be a big mess somewhere. Several things should be kept in mind when a character makes a magical mistake. First off, how important was the spell to the plot? If the character is simply casting a spell to blast a nameless vampire or to locate a minor demon that has run off, allowing the side effect cards to fall where they may (using the tables on pp. 58-59) is fine.

On the other hand, some spells are crucial to the plot. When these sorts of big and important spells go wrong, random rolls can be unsatisfying. It's probably better to look at the sort of spell being cast and the way it fits into the plot, and decide what goes wrong. A D10 roll can still be helpful to give you an idea of just how bad the screw up was—a one result reveals that only minor problems arose; a ten result means that some seriously bad mojo is about to go down. Look at the series—when Willow screwed up her spell to make herself feel better after Oz left, all her wishes started coming true in the worse possible way. When she teleported Glory several miles straight up, she wound up with a painful but otherwise not overly serious nosebleed. When Xander asked Amy to cast a love spell on Cordelia, he got every woman except Cordelia to fall in love with him. In these cases, the way the spell went wrong worked as a logical extension of both the spell that was cast and the reason it was cast.

Even more care must be taken with a misspell that could totally screw up the plot and kill off the entire Cast. In this case, you could always just end that Series and start anew, but that tends to toss away a good deal of time and effort. We suggest that you let the spell work anyway, but exact a heavy price. Having magical feedback injure or even kill (if you roll a 10 when checking to see how bad the spell went wrong) one of the Cast Members is tragic, but it doesn't end the Series. In fact, the rest of the Cast survives, the world is saved, and the magician dies a hero. Not a bad way to go out at all . . .

Alternately, if a character is casting dark magics and things go wrong, giving her some comeuppance is usually the order of the day. Side effects for a good person casting a selfish and harmful spell should follow the model of the punishment fitting the crime. If your players are up for talking about metagame issues, you might even ask them what the character should have to pay for casting that sort of spell. Of course, you don't have to use their suggestions . . .

Finally, it's worth looking at the Power Level of the spell. If the character has cast spells of that Power Level or higher before—especially if she has cast this same spell before—she likely made only a minor error and the consequences shouldn't be too bad. Everyone has an off day sometimes. A character who has never cast a spell of that power before is usually skating on thin ice and should suffer the consequences of her arrogance. These issues are dealt with in the Spell Side Effects Modifiers Table (see p. 57), but are important to keep in mind even if you are not using that table.

The first time a character tries to cast a Power Level 5 or 6 spell is always a big deal, and if she tries the spell and makes a mistake, big stuff should happen. You might also want to tell her that until she either gets some advice from more experienced magician or raises her Sorcery Quality or Occultism Skill, she has no chance of successfully casting that particular spell again. Alternately, if the character frequently tries to cast spells that she is unlikely to succeed in casting correctly, you could bar her from casting any spells of that Power Level or higher until she either get some advice or learns more about magic.



EXPANDED SPELL SIDE EFFECTS

Willow: Xander, what I'm doing, it's a good thing. And if it doesn't work, Giles never even needs to know about it. (sprinkles dust on the register, which disappears) Oops.

Anya: The cash register! What did you do with the cash register? Dear god!

Willow: I'll fix it! I'll fix it! Recursat. There, all back. Good as new.

Anya: Money. Did you hurt the money?

—5.11 Triangle

Different types of spells can go wrong in different ways and certain types of magical energies are more dangerous than others. The following tables take these differences into account as well as adding in additional modifiers that can affect how badly the spell goes wrong.

In each case, roll a die and add the spell's Power Level and any other modifiers. Consult the most appropriate table for the spell being cast and apply the result there.

MODIFIERS

The Spell Side Effects Modifiers Table accounts for special circumstances when a spell goes wrong. All modifiers are cumulative—casting a brand new ritual in the back of a moving SUV while really angry is a good way to bring the bad.

spell side effects modifiers table

modifier	circumstance
+1	The caster is upset or otherwise highly emotional when casting the spell.
-1	The caster spends at least ten minutes sitting and quietly meditating just before casting.
+3	The caster attempts to rush the spell. Rushing a spell halves the time needed for a ritual spell, but mistakes are far more costly.
+3	The casting occurs somewhere that is extremely noisy or unstable. Trying to work even the simplest ritual in the back seat of a moving car or in the restroom of a crowded dance club is generally a bad idea.
-3	The caster has successfully cast the spell in the past.
+3	The caster has never attempted the spell before.
+1	The caster has never successfully cast the spell before, but she has tried and failed.
+1	The caster has never successfully cast a spell of this Power Level or higher before.

QUICK CAST SPELLS

Quick casting releases a great deal of magical energy all at once. The results of mistakes tend to be fast and extremely dramatic. The one advantage with quick casting missteps is that the magical energy is often visible. If the spell goes wrong the character should get some idea where the energy went—the massive nosebleed and whamming headache are solid clues.

When a quick cast spell goes wrong, the caster can make a Perception and Occultism roll. Two or more Success Levels gives some clue toward exactly what went wrong. Such a successful roll won't reveal all the details, but it could indicate that the spell was actually reversed or that it struck someone else.

willow's story

Willow has gotten a number of nosebleeds from working especially powerful magic. This may have been a result of quick casting side effects. Or it could be that Willow sacrificed her health (see p. 53). Heck, she might have sacrificed Life Points for extra power and then taken damage from the spell going awry—that would likely explain just how wiped out she was after she and Tara teleported Glory straight up in 5.13 Blood Ties.





quick cast spell side effect table

roll total result

4 or less	Phew! Lucked out—the spell still works.
5-7	The spell works, but is less effective than expected. The duration, damage, or effect is halved. If not applicable, the spell may have a partial effect—"rat-ifying" someone may only give them a long rat tail, or even worse, the head of a rat.
8-10	The spell works, but the caster is damaged by its energies. The magician takes five Life Points of damage per Power Level of the spell.
11-13	The spell is completely reversed in effect. An attack spell heals the target instead, a spell to weaken a monster makes it stronger, and a spell to make someone invisible makes everyone notice her.
14-15	The spell affects the wrong target. You decide the lucky recipient or object. If not applicable, a damaging effect is created as above.
16+	Spell has a completely unexpected effect. The magical energies run rampant, often causing physical damage to the area or summoning dangerous entities from beyond our reality. This can also happen if the spell is disrupted during a critical point before it is completed.

ALTRUISTIC SPELLS

If a character casts a spell designed to help someone or aid a situation, magical mistakes tend to be somewhat less painful. Many Wiccans talk about Karma, the concept that all good done by a person is returned in kind. Less positively inclined magicians believe that any magic not designed to help them or to smite their enemies is weak and unimportant, and so naturally, the consequences of miscasting such inferior spells are less severe. Regardless of the reasons they give, most experienced magicians are aware of this effect.

altruistic spell side effect table

roll total result

4 or less	Phew! Lucked out—the spell still works.
5-7	The spell is delayed. It appears the spell failed, but it takes effect normally at a time of your choosing (ideally, a dramatically appropriate time).
8-10	The spell works, but is less effective than expected. The duration, damage or effect is halved. If not applicable, the spell is delayed as above.
11-13	The spell works, but has only a trivial effect. A spell to remove a curse might only work for ten minutes; a spell to open a dimensional gate might open a portal large enough to fit only an apple through.
14-15	The spell affects the wrong target. You decide the lucky recipient or object. If not applicable, a trivial effect is created as above.
16+	Spell has a completely unexpected effect. The magical energies run rampant, often causing physical damage to the area or summoning dangerous entities from beyond our reality. This can also happen if the spell is disrupted during a critical point before it is completed.



HARMFUL SPELLS

Evil magicians tend to be the sort of people who consider the side effect risk a natural consequence of the fact that dark magics are simply more powerful than less nasty spells. When practicing black magic, only the strong and the lucky survive.

harmful spell side effect table

roll total result

4 or less	The spell is delayed. It appears the spell failed, but it takes effect normally at a time of your choosing (ideally, a dramatically appropriate time).
5-7	The spell works, but the caster's energies are disrupted by it. For the next 24 hours, she gains a number of levels of the Bad Luck Drawback equal to the spell's Power Level.
8-10	The spell works, but the caster is damaged by its energies. The magician takes five Life Points of damage per Power Level of the spell.
11-13	If the spell was meant to harm an enemy, it affects the caster or one of her allies (you decide the lucky recipient). If the spell was meant to aid the caster or one of her allies in a harmful purpose, the affects are reversed (a spell to heal the caster or make her grow younger instead harms her or makes her grow older).
14-15	The energies of the spell go out of control, doing five Life Points of damage per Power Level of the spell to the caster and to everyone in the same room. These rogue energies also set fire to nearby flammable objects, knock things off of shelves, and generally cause enough random destruction that the room looks like it has just endured a moderate earthquake.
16+	Spell has a completely unexpected effect. The magical energies run rampant, often causing physical damage to the area or summoning dangerous entities from beyond our reality. This can also happen if the spell is disrupted during a critical point before it is completed.

SUMMONING SPELLS

Summoning spells call things to our reality. When they go wrong, they almost always call up something; the question is what do they call and where to they call it.

summoning spell side effect table

roll total result

4 or less	Phew! Lucked out—the spell still works.
5-7	The spell is delayed. It appears the spell failed, but it takes effect normally at a time of your choosing (ideally, a dramatically appropriate time).
8-10	The spell works, but the creature appears somewhere else, like the middle of main street, or in the character's parent's bedroom.
11-13	The spell summons something other than what was desired (you decide). The summoned creature is the same power level, but any control efforts or precautions fail or are weakened.
14-15	The spell summons a creature different and more powerful than the one the caster wanted. Also, the creature does not appear instantly—it arrives a short while later at some location near where the spell was cast. The caster may not know until much later (when the dead bodies start showing up or the demon arrives looking for a "ride" back home) that she summoned this creature.
16+	The spell opens a dimensional gateway to a random dimension. At your discretion, the caster or even everyone present could be pulled through the gateway, or something could come through from the other side. This gateway can last anywhere from 30 seconds to 30 days.





FINDING NEW SPELLS

Dawn (innocently): Is there anything I should know, like, um, off-limits stuff? Willow told me that some of the books and things are . . . kind of dangerous?

Giles: Quite right. Um, but they're all labeled, and, and, and, uh, kept off the floor. Most of our, uh, more potent texts and potions are all up there. If anyone asks you about anything in that area, just come and get me.

—5.17 *Forever*

The spell list in **Chapter Four: Magics, Light and Dark** is quite extensive. Players are greedy little cusses though (we mean that in the nicest possible way) and no doubt will want more, particularly those really powerful ones.

In most cases, the character scours all her books and any books she can beg, borrow, or steal looking for a spell that does what she wants. Even if she finds it, the text might be in ancient Sumerian—that sucks if she doesn't speak ancient Sumerian. Making a character find a translator or translation for a spell book she bought or found adds a wrinkle to the process of finding a new spell. It's particularly poignant if the person who sold her the book said it contained a spell for slaying vampires and the translator tells her she is the proud owner of a Sumerian recipe for party-rocking sheep dip.

Remember that you are under no obligation to let the character find the Spell of Massive Monster Killing or whatever. Also, if they don't have the spell in their spell book, you can take this wonderful opportunity to create an Episode out of locating the proper casting. Maybe the character and her friends need to do a favor for a powerful magician, or perhaps they have to steal the spell book from the lair of a three-hundred-year-old vampire. Even if the character has friends who are magicians, they may well to want a favor in return for letting her borrow their rare and precious spell book.

CREATING NEW SPELLS

Willow: I've been charting their essences, mapping out . . . I think . . . If I can get close enough, I may be able to reverse what Glory did. Kind of take back what she took from Tara. It might weaken Glory, or make her less coherent, or make all our heads explode—I'm still working out the details.

—5.22 *The Gift*

The *BtVS Corebook* contains a fairly robust spell creation system. We've expanded it a bit by adding some new aspects and several more examples. At the risk of some repetition, we gathered all the spell creation material here for easy reference.

Determine the Power Level of any new spell by referencing the various aspects below. Each aspect generates a Power Level modifier. Add those all together (with a minimum of one) and *voila*—the final Power Level of the spell.

Remember that combining effects is difficult but may be done. Each added effect of the same or lower power level increases the effect level by one. For example, working magic on both body and mind (turning someone into a demon but keeping their mind and soul intact is more difficult than just turning somebody into a demon with all natural demon thought processes) accounts for two Major-level effects and suffers an Awesome-level modifier. Combining Awesome-level effects is asking for trouble, if it's even possible. No such spell should go off without some dire repercussions—some things you just don't mess with.

PARTICIPANTS NEEDED

DUAL CASTERS: The spell requires two people to cast properly. -1 Power Level.

MULTIPLE CASTERS: The spell requires three to nine magicians working together. -2 Power Level.

GROUP CASTINGS: The spell demands ten or more casters to complete. -3 Power Level.

CASTER REQUIREMENTS: If the primary or additional casters must have certain requirements, the Power Level is decreased by one per requirement. Thus, if a spell requires three participants and each one must have Sorcery and be devoted to Ra, the Power Level decreases by four (to a minimum of one as usual).



CASTING TIME

INSTANT: The spell may be quick cast by anyone, even those without Sorcery. +2 Power Levels.

RECITATION: The spell may be cast in a couple minutes or less. +1 Power Level.

RITUAL: The spell requires a ritual lasting more than a few minutes, but less than half an hour. No modifier.

LENGTHY RITUAL: The spell needs a ritual lasting from half an hour to several hours. -1 Power Level.

VERY LENGTHY RITUAL: The spell needs a ritual lasting more than several hours. -2 Power Levels.

QUICK CAST: Those with Sorcery can cast the spell quickly. +1 Power Level.

MAGICAL ITEM: The spell creates a one-shot item that stores the effect in some manner until triggered, used, or exhausted. +1 Power Level.

SCOPE

MINOR: The spell does not directly affect a person or object, and only covers a small area (room). No modifier.

NOTICEABLE: Affects one being, one small hard object (book or table), one human-sized soft object (sofa), a target in the same room (or nearby), or an area the size of a small house. +1 Power Level.

SEVERE: Affects two to ten beings, one human-sized hard object (refrigerator), a target in the same small house (or similar distance), or an area the size of a large building. +2 Power Levels.

MAJOR: Affects up to 100 beings, a huge large object (car), a target in the same large building (or similar distance), or an area the size of a neighborhood. +3 Power Levels. A large percentage of people in a town (every-one downtown, for example), a target in the same neighborhood (or similar distance), or the area the size of ward or district: +4 Power Levels.

AWESOME: An entire town or city. +5 Power Levels. Anything bigger. +6 Power Levels.

LIMITED TARGET SELECTION: The spell only affects a specific subset of beings—vampires, demons of a given sub-species, Slayers, redheads, etc. -1 Power Level.

DURATION

For spells that create an on-going effect, like breathing underwater, a glowing light, or disguising a person's appearance, the following aspects are used.

SHORT: One Turn per Success Level. -1 Power Level.

MEDIUM: One minute per Success Level. No modifier.

LONG: One hour per Success Level. +1 Power Levels.

VERY LONG: One day or longer per Success Level. +2 Power Levels.

PERMANENT (OR UNTIL DISPELLED OR CANCELLED): +3 Power Levels.

For damage-causing or healing spells, the duration is usually instantaneous. It happens and it's over. Such an effect works no modification on the Power Level. If the damage or healing is spread out over time though, the Power Level decreases.

SLOW: Effect spread out equally over a minute. -1 Power Level.

SLOWER: Effect spread out equally over an hour. -2 Power Level.

SLOWEST: Effect spread out equally over a day. -3 Power Level.

So a spell that normally does 15 points of damage instantly would have a -2 Power Level if it inflicted one point every four minutes for an hour.

Imposing the full amount of damage over a longer period of time requires repeated castings. Thus, a spell doing 15 points of damage each Turn for five successive Turns is simply an instantaneous 15-point damage spell cast five times in a row. That's a bunch of damage but something is bound to go wrong at some point.

SPELL REQUIREMENTS

NO SPECIAL REQUIREMENTS: Just recite a few magic words, and perhaps use some simple ingredients (candles, herbs and spices, last week's copy of *TV Guide*), and you're all set. No modifier.

UNUSUAL INGREDIENTS/DIFFICULT USE: Atypical materials or specific ongoing actions by casters. Examples: hair, blood, or other artifact specific to the target; rare herbs; mundane but not commonly found object; obscure or ancient text; continual chanting. -1 Power Level.

RARE INGREDIENTS: The spell requires some hard-to-find materials. Examples: human sacrifice; a rare magical artifact; a body part of a specific demon (most demons are really uncooperative about giving up body parts). -2 Power Levels.



WAY-RARE INGREDIENTS: This requirement is not unique, but it's close. There won't be many on any given continent, if not dimension. Examples: the feathers from an endangered species of bird; ancient relics found only in museums or really good occult collections; a normal, living girl that has dated Xander. -3 Power Levels.

RESTRICTED USE: The spell can only be cast under very specific conditions. This limit should prevent the spell from being cast more often than once or twice a year. -4 Power Levels.

WAY-RESTRICTED USE: The spell can only be used once, or once every several years (at least five years, and it could be centuries or millennia). This effectively allows one chance to cast the spell for the entire Series. Alternatively, the spell needs a one-of-a-kind ingredient. Once it gets used, the spell can never be cast again. Use it wisely, 'cause you'll only get to try it once. -5 Power Levels.

Only the highest level requirement applies. If a spell can only be cast once a year (restricted use) and uses demon blood (rare ingredients), the Power Level modifier is simply -4.

EFFECTS

The following lists cover various forms of spell effects. Pick the one that most applicable.

HARM

MINOR: Inflicting one point of damage per Success Level; breaking a nearby fragile object; causing an unsightly skin rash; imposing a Strength 1 poison or disease on a person. No modifier.

NOTICEABLE: Inflicting damage equal to the magician's Willpower for every Success Level on the roll; shattering all the glass or other fragile objects in an area the size of a room or a small house; imposing a poison or disease with a Strength level equal to the Success Levels (max three). +1 Power Level.

SEVERE: Inflicting damage in the amount of Willpower doubled per Success Level; striking somebody blind, deaf, or mute; imposing a poison or disease with a Strength level equal to double the Success Levels (max five); enfeebling a victim (reduce one Attribute by one per Success Level); shattering or molding rock or metal. +2 Power Levels.

MAJOR: Inflicting damage at a rate of three times Willpower points of damage per Success Level; imposing a poison or disease with a Strength level equal to triple the Success Levels (max seven); seriously enfeebling a victim (reduce one Attribute by two per Success Level, or two Attributes by one per Success Level). +3 Power Levels.





AWESOME: Inflicting five times Willpower points of damage per Success Level; imposing a poison or disease with a Strength level equal to five times the Success Levels (max 10); incapacitating a victim (reduce one Attribute by four per Success Level, or two Attributes by two per Success Level, or four Attributes by one per Success Level). +5 Power Levels.

With spells causing poison or disease damage, the harm is instantaneous and finished. If it's drawn out, apply the "damage over time" rules in Duration above (see p. 61).

MIND/EMOTIONS

MINOR: Causing momentary joy, sadness, or anger; creating a flash of light. No modifier.

NOTICEABLE: Calming intense emotions; creating visual illusion. +1 Power Level.

SEVERE: Changing a person's feelings (a love spell, or turning grown people into teenagers); creating illusions that fool at least three senses. +2 Power Levels.

MAJOR: Turning a person into a willing slave; creating illusion indistinguishable from reality. +3 Power Levels.

AWESOME: Rewriting memories over an entire lifetime. +5 Power Levels.

CONJURING/SUMMONING

MINOR: Creating a small globe of light; locating a familiar object in the same room. No modifier.

NOTICEABLE: Creating strobing or moving light; starting a large fire; locating a familiar object in the same small building; bringing a familiar object from the same room to your hand. +1 Power Level.

SEVERE: Summoning beings from other dimensions; raising a zombie; locating a familiar object in the same large building; bringing a familiar object from the same small building to your hand. +2 Power Levels.

MAJOR: Summoning a dangerous spirit entity or a powerful demon (not quite Big Bad level, but lieutenant-chief henchman types); locating a familiar object in the same neighborhood; bringing a familiar object from the same large building to your hand. +3 Power Levels.

AWESOME: Summoning a Big Bad-level creature; locating a familiar object in the same continent; bringing a familiar object from the same city to your hand. +5 Power Levels.

Spells which summon a force or being which is not under the caster's control decrease the spell's Power Level by one. This sort of effect just runs rampant once it's invoked, with little or no regard for the desires of the person who actually did the invoking.

MANIPULATING/TRANSFORMING

MINOR: Unlocking simple locks; marking materials with design or coating. No modifier.

NOTICEABLE: Sliding a deadbolt; bending or denting hard materials (rock or metal); breaking or molding fragile materials. +1 Power Level.

SEVERE: Opening large or complex locks; shattering or molding rock or metal. +2 Power Levels.

MAJOR: Changing the properties of a material—turning metal as soft as mud, or "hardening" air into a barrier. +3 Power Levels.

AWESOME: Creating impenetrable walls of force. +5 Power Levels.

SUMMARY EFFECT STRENGTH

For those that don't want to work through all those prior lists (face it, sometimes lots of detail is just . . . too much detail), here's a handy one-stop shopping effect strength summary.

MINOR: Anything that does not significantly alter or damage the subject. The spell may annoy or amuse, or create momentary effects. No modifier.

NOTICEABLE: The effect is strong enough to injure people, break things, and produce impressive lightshows. Objects (and living beings) cannot be transformed (either physically, mentally or spiritually). +1 Power Level.

SEVERE: The effect can alter a person's emotions and senses, inflict severe injuries, and reshape (but not transform) matter. +2 Power Levels.

MAJOR: The spell can transform living beings and objects, reshaping their very essence, properties, or soul. +3 Power Levels.

AWESOME: The spell can do incredible things, like restore a vampire's soul, return life, reshape areas or populations, blast objects or people, or cause earthquakes. +5 Power Levels.





4 Magics, Light and Dark

Xander: So whatcha been doin'?' Doing spells? (to Oz) She does spells with Tara.

Oz: Yeah, I heard about that.

Willow (anxious): I'm gonna be late. (walks off)

Xander: Sometimes I think about two women doing a spell... and then I do a spell by myself.

—4.22 *Restless*

Abracadabra Alakazam!

Nothing eh? Okay, so Buffyverse magic is a bit more complicated than that. Will and talent are only part of the equation. A real player also needs to have some teaching. For you budding-but-still-somewhat-ignorant casters out there, we have run down many spells from the first six seasons of the *BtVS* TV show. We've covered spells most likely to be used in a *BtVS* RPG game. Spells that were primarily plot devices (like the Mayor's Ascension spell or Jonathan's Superstar spell) have been omitted. If you like, those should be relatively easy to devise using the spell creation system in **Chapter Three: The Art of the Arts**.

We first list the basic spells by season in order of episode (for Power Level order, see p. 124; for alphabetical order, see Index, p. 126). Then we talk a bit about summoning rituals. Next, we reveal several new spells that should fit well in any Buffyverse Series. The chapter rounds out with some of the magic and superscience items that have appeared in the TV series.

On the TV show, spells are used as dramatic aids—some aspects are discussed, some are only mentioned. To make the spells more playable and to settle Power Level questions, we've filled in duration, area of effect, and other aspects where necessary. Also, limits have been placed on various spells and items to allow their use without overpowering the characters or storyline. These additions or limits do not contradict anything in the actual show—they are merely extrapolations designed to provide maximum fun. The aspect analysis at the end of each spell makes all its features clear. Adjusting these aspects and the Power Level to better suit your storyline is simplicity itself.

As the *BtVS* Corebook mentions (see p. 141), dispelling effects requires access to the spell and a casting roll at one less Power Level. Counterspells (like Break the Wards of Magic, see p. 71) on the other hand, are different evocations that reverse effects. These spells do not enjoy that Power Level decrease.



canon alert

Most of the spells shown on TV are not named. We labeled them as we saw fit (yep, we are a presumptuous bunch). Only those marked with an asterisk (*) are taken directly from the show.

SEASON ONE SPELLS

BLOCKING THE MOUTH

SOURCE: 1.3 Witch

QUICK CAST: No

POWER LEVEL: 5

REQUIREMENTS: A doll with some personal effect of the victim attached to it and an hour-long ritual where the caster ties a gag around the doll's mouth.

EFFECT: This spell renders the target mute by removing her mouth. In addition to being unable to speak, the target also dies of thirst or hunger unless given medical attention. The target's mouth can only be restored if the spell is reversed, countered, or dispelled. This spell only works on humans (including Slayers)—it does not work on vampires or other demons.

ASPECT ANALYSIS: Lengthy ritual (one hour) (+1), noticeable scope (one target) (+1), only affects humans (-1), permanent duration (+3), unusual ingredients (-1), severe effect (+2).

WITCHFINDING

SOURCE: 1.3 Witch

QUICK CAST: No

POWER LEVEL: 1

REQUIREMENTS: Some of the witch's hair, a little quicksilver, aqua fortis (nitric acid), some eye of newt. Heat the ingredients together and apply to witch's skin.

EFFECT: The spell produces a liquid. If spilled on a Witch who has cast a spell in the previous 48 hours, the liquid turns her skin blue—it looks like a bright turquoise pen exploded on the Witch. This spell only affects Witches and Warlocks. Once made, anyone can apply the liquid to the suspected Witch. However, the liquid only remains good for seven hours after it is made.

ASPECT ANALYSIS: Ritual (less than half an hour) (+0), noticeable scope (one target) (+1), only affects those with Sorcery (-1), creates magical item (+1), long duration (+1), unusual ingredients (-1), minor effect (+0).

REVERSE WITCH'S SPELLS

SOURCE: 1.3 Witch

QUICK CAST: No

POWER LEVEL: 5

REQUIREMENTS: Eye of newt, boiling water in a cauldron or pot, and a personal object that belongs to the target. Ritual takes about twenty minutes; halfway through, the target knows that this spell is being cast and roughly where the caster is.

EFFECT: This spell immediately cancels all ongoing spells cast by a particular Witch, Warlock, or other magician. It has no effect on spells cast by demons or gods. It also cannot cancel spells cast by multiple Witches or Warlocks unless the caster knows who all of the casters are and has a personal item from each of them. Also, if the targeted Witch healed someone with magic, the person who was healed won't suddenly have her wound reopen; someone killed by a curse won't suddenly hop out of the grave if the caster uses this spell on his killer.

ASPECT ANALYSIS: Ritual (less than half an hour) (+0), major scope (all ongoing spells) (+3), unusual ingredients (-1), major effect (+3).

CORSHETH'S BIND PERSON

SOURCE: 1.3 Witch

QUICK CAST: Yes

POWER LEVEL: 8

REQUIREMENTS: The caster must look directly at her victim, point at her, and say a short incantation to the demon prince Corsheth.

EFFECT: The target of this spell is instantly transformed into magical energy and stored inside an object that the caster must have designated earlier by anointing it with dragon-blood oil. While stored in this fashion, the target is awake and aware, but cannot use magic or do anything other than helplessly observe the world around her. Most victims of this spell go mad after several months in this state. Breaking the object instantly frees the victim. The one danger of this spell is that it affects whoever the magician is looking at in the instant the power is released. A well-timed shove could result in the caster imprisoning one of her allies instead of her enemy. Even worse, she could end up in statuesville herself (as long as there's a mirror handy).

ASPECT ANALYSIS: Ritual (less than half an hour) (+0), may be Quick Cast (+1), noticeable scope (one target) (+1), permanent duration (+3), major effect (+3).



CIRCLE OF KAYLESS*

SOURCE: 1.8 I Robot, You Jane

QUICK CAST: No

POWER LEVEL: 7

REQUIREMENTS: This spell requires at least six casters who know the demon's name and location, and have some form of connection to it. A fragment of a horn, the blood of a victim it killed by hand, or performing the ritual on-line for a demon that is possessing the internet are all suitable connections. The casters must light some candles and chant for an hour. This spell can be performed using a specially prepared binding object, but does not require one.

EFFECT: This spell has been used to bind demons throughout history. Most casters prefer to keep the demon in a book or other object rather than sending it back to its hell dimension, since as long as the binding object is kept safe, the demon is effectively neutralized. To bind the demon into a specific object, the binding object must be purified for one full month by keeping it in total darkness and anointing it daily. If a demon is bound using the Circle of Kayless, all attempts to summon it automatically fail. Once the demon is bound into the object, it is covered in text. The demon is freed instantly if the entirety of this text is ever read, transcribed by a single individual, or even electronically scanned. If the book or statue is destroyed, the demon is banished from our world, but it can be summoned normally. If the caster doesn't have time to prepare a suitable binding object, or if she does not know how to prepare the binding object, the demon is merely forced out of its current habitation—a person, a building, or even the Internet. If the demon has formed its own physical body, this body is dispersed. Without a specified binding object, the demon is free to choose an object to move into. This can be any object that the demon is touching or otherwise connected to at the instant that the ritual is completed—if it has no place to move, it is destroyed.

During the last five minutes of the ritual, the demon can feel what is happening and can either attempt to disrupt the ritual or make certain to be in contact with someone or something that it wants to possess. Once the demon has entered its new habitation, it cannot leave on its own. Most often, the demon chooses something mobile and useful to possess, like a suit of armor, a robot body, or the body of one of its enemies. The demon is banished if its new home is destroyed or killed. The Circle of Kayless can be used multiple times to force the demon out of an undesirable binding object.

ASPECT ANALYSIS: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

SEASON TWO SPELLS

SUMMON JANUS*

SOURCE: 2.6 Halloween

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: A sharp blade, a statue of Janus (male on one side and female on the other), and any number of masks and costumes dedicated to Janus are needed (dedicating a mask or costume requires a simple ritual that takes less than five minutes). The day before Halloween, the caster must make a small cut in the palm of her hand and ask Janus' blessing. On Halloween (and Halloween only), she must chant an invocation to Janus.

EFFECT: This spell makes masks real. Anyone wearing a dedicated mask or costume transforms both mentally and physically into the person or creature represented by the costume. The person can be transformed into a ghost, demon, soldier, or even animal—toy guns become real and glowing plastic magic swords become infused with supernatural power. Because people become the characters their costumes represent, they forget who they are until the spell ends. The spell ends at sunrise, when the statue of Janus is destroyed, or when the caster asks Janus to depart.

ASPECT ANALYSIS: Very lengthy ritual (couple minutes over course of two days) (-2), awesome scope (entire town) (+5), very long duration (+2), restricted use ingredients (-4), major effect (+3).





EXPECTATIONS FULFILLED

SOURCE: 2.16 Bewitched, Bothered, and Bewildered

QUICK CAST: Yes

POWER LEVEL: 3

REQUIREMENTS: Witches and Warlocks need only make a gesture of handing over the expected object while whispering a few magical words. Ordinary magicians must perform the same gestures preceded by a five-minute ritual.

EFFECT: The caster creates the illusion of a small object that a single target expects to see. This is the perfect spell for creating a fake ID or an overdue term paper. Everyone other than the target sees the magician handing her target empty air, so this spell is best done without bystanders. The illusion looks, sounds, and feels just like the real thing to the target, but vanishes as soon the target puts it down or looks away from it. Fortunately, the impression remains that the item was exactly what was expected; most targets assume they simply lost the item and not that they were handed an illusion.

ASPECT ANALYSIS: Ritual (five minutes) (+0), can be Quick Cast (+1), noticeable scope (one being) (+1), short duration (-1), severe effect (+2).

PASSION OF THE HUNTRESS

SOURCE: 2.16 Bewitched, Bothered, and Bewildered

QUICK CAST: No

POWER LEVEL: 5

REQUIREMENTS: A personal object of the target, a large symbol representing the sex of the target in red chalk, a candle with the target's name written on it, a boiling cauldron (or beaker) with herbs, a picture of the target, and a fifteen-minute ritual that calls upon Diana, the goddess of the hunt.

EFFECT: All of the books on magic label this a love spell, but it's best not to believe everything written in books. After all, it calls upon the power of Diana the huntress, not Venus, the goddess of love. More than a few Witches have cast this spell on someone as a curse. Regardless of why the spell is cast, over the course of the next day or two, the target becomes increasingly infatuated with the recipient, and incredibly jealous of anyone else the recipient sees. She happily stalks the recipient and may even attempt to kill him if she becomes convinced that her love is not returned. This spell normally lasts for at least several months, but usually folks dispel the effects long before this. Lots of Witches have gotten more money or favors by offering to remove this spell than by casting it in the first place. Dispelling

won't remove the target's memory of being madly infatuated, and she often blames the person she was infatuated with. Love spells are bad news all around.

ASPECT ANALYSIS: Ritual (fifteen minutes) (+0), noticeable scope (one being) (+1), very long duration (several months) (+2), unusual ingredients (-1), severe effect (+3).

SCAPULA OF PROTECTION*

SOURCE: 2.19 I Only Have Eyes For You

QUICK CAST: No

POWER LEVEL: 3

REQUIREMENTS: The caster must make a small bundle of herbs and other components, including both iron nails and sulfur. To be effective, the scapula must be worn around the neck.

EFFECT: This simple but effective spell repels most varieties of ghosts. Unless the haunting is particularly strong, ghosts cannot approach within one yard of a scapula. A ghost can scare or throw something at the charm wearer, but cannot possess her or directly harm her. Unfortunately, a scapula doesn't protect the wearer from the most powerful ghosts. Also, it only protects the wearer for a single night.

ASPECT ANALYSIS: Ritual (several minutes) (+0), noticeable scope (one being) (+1), creates magical item (+1), long duration (+1), minor effect (+0).

MANGUS TRIPOD*

SOURCE: 2.19 I Only Have Eyes For You

QUICK CAST: No

POWER LEVEL: 1

REQUIREMENTS: One magician must chant this exorcism where the supernatural manifestation is the strongest, while three assistants perform similar chants and light candles in a triangle that encloses the haunted area. The entire procedure only takes five minutes once everyone is in place.

EFFECT: This spell banishes ghosts—cast it and they return to wherever ghosts go so that they never trouble any living person again. Unfortunately, this spell does not work on the most powerful and angry ghosts. If the ghost is too buff, it laughs off the exorcism and keeps right on haunting. Still, the exorcism is easy to pull off and only takes five minutes, so many magicians try it before they move on to tougher (and riskier) magic.

ASPECT ANALYSIS: Multiple casters (-2), ritual (five minutes) (+0), noticeable scope (one being) (+1), limited scope (less powerful ghosts) (-1), instant duration (+0), major effect (+3).





RAISING ACATHLA

SOURCE: 2.21 Becoming - Part One

QUICK CAST: Heck no!

POWER LEVEL: Not high enough!

REQUIREMENTS: Are you nuts? What makes you think we're going to provide the specs on a spell to destroy the world? Not much point in involving the actual completion of this spell in a *BtVS RPG*. Okay, maybe you make it your Big Bad's goal, but a successful casting by anyone (particularly a Cast Member) is going to put your world in a world of hurt. Post-apocalyptic settings are all well and good (we set one up in the *Slayer's Handbook*, plug, plug), but this one is just plain game suicide! Raising Acathla is exactly the kind of plot device spell that we already said we ain't touchin'. You're on your own here, bucko.

RETURNING THE VAMPIRE'S SOUL

SOURCE: 2.22 Becoming - Part Two

QUICK CAST: No

POWER LEVEL: 6

REQUIREMENTS: The caster must perform a complex and difficult invocation in front of an Orb of Thesulah. These orbs are fairly common, but the text of the spell is exceedingly rare. Each orb may be used only once—if the ritual succeeds, the Orb crumbles to dust. This ritual takes about a half an hour to perform.

EFFECT: This spell suppresses the demon spirit that inhabits all vampires and installs the soul that the body had when it was alive. The vampire's superhuman abilities remain but the monstrous urges are no longer in complete control. Gypsies created this spell as a curse and it is truly a dark one. The person is forever haunted by memories of all of the dark deeds that she did while she was a normal vampire. In addition, she instantly loses her soul once again if she ever becomes truly happy. Fortunately, such happiness is quite rare and generally only comes when someone finds a true and enduring love. Doomed to never find a true and lasting love, haunted by memories of murder and death, and still forced to shun the daylight and drink blood, a person affected by this spell bears a terrible burden. Still, in some ways, it is perhaps a less horrific fate than being a normal, demonic vampire.

ASPECT ANALYSIS: Ritual (less than half an hour) (+0), noticeable scope (one being) (+1), limited scope (soulless vampire) (-1), permanent duration (+3), rare ingredients (-2), awesome effect (+5).

SEASON THREE SPELLS

GLAMOUR*

SOURCE: 3.2 Dead Man's Party

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: The caster must have an image of what she wants the subject to look like—a retouched image of the subject's face or an image of someone else's face. She must burn this image in a brass bowl. While the image is burning, the caster chants an incantation to Janus and the subject must inhale the fumes.

EFFECT: Glamours are simple illusions that can be used to do anything from hiding blemishes and bruises to making the subject look more or less attractive to disguising the subject completely. A glamour can add or subtract up to four points of Attractiveness. In addition, the glamour can change the subject's face, hair, eyes, and general skin tone enough to disguise them as someone they look vaguely like. The magician can cast a glamour on herself or on anyone else who is present during the ritual. It is impossible to use this spell to disguise someone beyond what normal makeup and lots of theatrical experience could manage. This spell also doesn't make the subject act any more like the person, nor does it change any of his Attributes. It is also instantly canceled if the subject ever gets a significant amount of water in her face.

ASPECT ANALYSIS: Ritual (ten minutes) (+0), noticeable scope (one being) (+1), very long duration (+2), noticeable effect (+1).

SNACK OF REBELLIOUS YOUTH

SOURCE: 3.6 Band Candy

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: A large amount of food. The caster makes a series of incantations over the food and touches each item.

EFFECT: Any adult who eats any of this food thinks and acts like a particularly irresponsible teenager for the next half day or so. Those affected ignore responsibilities they dislike and may even engage in petty theft, vandalism, and other forms of rebellion. Teens and children who eat this food are unaffected. The food remains enchanted for the next full lunar month.



ASPECT ANALYSIS: Ritual (more than a few minutes) (+0), noticeable scope (one being) (+1), limited scope (only adults) (-1), creates magical item (+1), long duration (+1), severe effect (+2).

RITUAL DESTRUCTION OF THE LIVING FLAME

SOURCE: 3.7 Revelations & 3.19 Choices

QUICK CAST: No

POWER LEVEL: 3

REQUIREMENTS: Essence of toad, three pieces of gold, a bundle of twice-blessed sage, a ritual cauldron on a pedestal, an incense called Breath of the Atropyx, and a ritual lasting thirty minutes. Even using the cheapest toad essence around, the caster needs to spend several hundred dollars to purchase all these items. To cast the spell, the magician lights a fire in the cauldron using the various special ingredients and then drops the item being destroyed into the burning cauldron.

EFFECT: Most things can be destroyed with a sledgehammer or a can of gasoline. The most powerful magical items and other similarly tough things require a bit more—say . . . magic. When the living flame of this spell consumes an item, not even ashes remain. The same spell can also be used to destroy a powerful demon, but the only problem is that the demon must remain still (in a magic circle?) for the entire duration of the ritual. And if the caster can do *that* to a demon, she likely doesn't need this ritual to get rid of it. Oh, and the Finding the Lost spell (see p. 70) cannot bring a destroyed item back.

ASPECT ANALYSIS: Ritual (less than half an hour) (+0), noticeable scope (one being/item) (+1), instant duration (+0), unusual ingredients (-1), major effect (+3).

QUENCHING LUST'S FIRES/REKINDLE LOVE'S FLAME

SOURCE: 3.8 Lover's Walk

QUICK CAST: No

POWER LEVEL: 5/6

REQUIREMENTS: Boil skink root, essence of rose thorns, and raven feathers (or canary feathers to rekindle love) in a pot, and chant an invocation.

EFFECTS: Everyone who breathes the fumes from the pot while the invocation is chanted is instantly freed from any infatuations or lusts that afflict her. This spell cannot interfere with the course of true love, but handily removes any inopportune romantic or lustful feelings. Using the converse spell to rekindle an old love only works if both parties were once truly in love and still retain at least some vestige of feeling for each other.

Both people must breathe the fumes of this spell while the invocation is chanted (Power Level increases by one). Since this spell is often used on someone involuntarily, the boiling pot can be disguised with herbs (to seem like an oddly fragrant potpourri) and the invocation can be whispered. Under either version of the spell, the effects only last one lunar month. However, if love has truly been rekindled during this time, it continues to grow normally.

ASPECT ANALYSIS: Ritual (less than half an hour) (+0), noticeable scope (one being) (+1), very long duration (+2), severe effect (+2).

SPELL OF SECRET PROTECTION

SOURCE: 3.11 Gingerbread

QUICK CAST: No

POWER LEVEL: 1

REQUIREMENTS: Three witches, a U-shaped mystical symbol, herbs, liquids, candles, and chanting. Also, the recipient of the protection spell can't know about it or the spell is instantly broken. This spell can only be cast on the Spring Equinox.

EFFECT: The next time the target is hit by an attack that would either kill her or do half or more of her Life Points in one blow, the attack miraculously does no damage. This protection lasts until it is used, or until the target finds out that the spell has been cast on her.

ASPECT ANALYSIS: Multiple casters (-2), ritual (less than half an hour) (+0), noticeable scope (one being) (+1), permanent duration (+3), restricted use (-4), major effect (+3).

LIFTING THE VEIL

SOURCE: 3.11 Gingerbread

QUICK CAST: Yes

POWER LEVEL: 5

REQUIREMENTS: Prior to using, the caster must mix wolfsbane, satyrion root, a toadstone, and some pure water in a bottle. To use the spell, the caster must say a short incantation in German and throw the bottle at the feet of the target.

EFFECT: When the bottle breaks, fumes rise up and instantly banish all illusions. This spell does not affect Power Level 6 or greater spells or illusions produced by very powerful entities, like hellgods. It does reveal the truth behind all other demonic and magical illusions. It causes someone who has used a spell to make herself invisible or to disguise her true appearance to revert to her true form. Demons who hide in human form must



also take on their true visage, and vampires must assume their “game face.” The spell does not cause werewolves to revert to human form; both forms are equally real to a shape-shifter. Those affected cannot use another spell to disguise her appearance for at least one hour.

ASPECT ANALYSIS: Ritual (less than half an hour) (+0), may be Quick Cast (+1), noticeable scope (one being) (+1), creates magical item (+1), long duration (+1), unusual ingredients (-1), severe effect (+2).

CALLING SPIRIT GUIDES

SOURCE: 3.13 The Zeppo

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: This spell must be performed in a graveyard with a lit candle with a Latin or Aramaic invocation of approximately twenty minutes.

EFFECT: This spell causes the secretive and mystical Spirit Guides to appear. The guides are extremely wise and have access to all knowledge of the past, present, and future. When this spell is performed, they appear as ghostly apparitions and talk with the caster. Unfortunately, in addition to being highly cryptic and mysterious in their statements, the Spirit Guides are deeply concerned with cosmic balance and with the consequences of their actions. They make certain that nothing they do negatively influences the cosmos or disrupts the “greater” plan. As a result, they rarely divulge information, especially if the need is exceptionally great. While many desperate magicians have summoned the Spirit Guides, only a few have ever received useful information from them. Some magicians attempt to use threats or magic to coerce the Spirit Guides. The guides are immune to all such dangers—if the caster attempts to harm them, all attacks rebound and affect her instead.

ASPECT ANALYSIS: Ritual (less than half an hour) (+0), severe scope (more than one being) (+2), medium duration (one minute per Success Level) (+0), usual ingredients (-1), major effect (+3).

FINDING THE LOST

SOURCE: 3.16 Doppelgängerland

QUICK CAST: No

POWER LEVEL: 5

REQUIREMENTS: Two witches and a representation of the item that was lost. The caster also needs a large handful of pure sacred sand and must make a supplication to Eyrishon, the endless one. One of the casters also needs to know exactly where and when the item was lost. The ritual only requires about ten minutes.

EFFECT: This spell reaches though time and even the barriers between parallel worlds to recover lost or destroyed items. If used on an object that has merely been lost or stolen, the spell can actually cause more than one copy of the object to exist in the same world. During the ritual, both casters see flashes of the events that led up to the object being lost or destroyed. When the spell goes awry, it can bring back people who have died or vanished into another dimension. Unfortunately, it cannot be used to do this deliberately—it can only be purposefully used to find inanimate objects. Also, it cannot be used to bring the dead back to life. At best, this spell can accidentally summon a version of someone who died from a dimension where she survived, causing all manner of confusion for everyone involved. This spell can be cast in reverse to return the item back to where it originally came from.

ASPECT ANALYSIS: Dual casters (-1), ritual (ten minutes) (-1), noticeable scope (one object) (+1), permanent duration (+3), rare ingredients (-2), awesome effect (+5).

MAGICAL WARD

SOURCE: 3.19 Choices

QUICK CAST: No

POWER LEVEL: 7

REQUIREMENTS: Repeatedly draw a circle around the protected area with a special wand and chant for fifteen minutes.

EFFECT: This spell creates a barrier around an item that can only be pierced by someone who helped cast it. The protected space is only a yard or so in diameter. The barrier protects the item from all harm and keeps all from touching it. One good counterspell is Break the Wards of Magic (see p. 71).

ASPECT ANALYSIS: Ritual (fifteen minutes) (+0), noticeable scope (one object) (+1), permanent duration (+3), major effect (+3).





BREAK THE WARDS OF MAGIC

SOURCE: 3.19 Choices

QUICK CAST: No

POWER LEVEL: 7

REQUIREMENTS: A purple magical powder is sprinkled directly on the magical wards. Creating the powder takes thirty minutes or so and requires some sage, lavender, and powdered moonstone. Using the powder takes only a few seconds.

EFFECT: This counterspell instantly cancels any type of magical ward of equal or lower Power Level. The ward glows briefly, outlining the protected area, and then vanishes. This spell is the quickest and safest way to get rid of a magical barrier. Since this powder remains good for one full lunar month, many magicians keep some around for emergencies.

ASPECT ANALYSIS: Ritual (half an hour) (+0), noticeable scope (magical ward) (+0), creates magical item (+1), permanent duration (+3), major effect (+3).

SEASON FOUR SPELLS

RITUAL OF MOK'TAGAR*

SOURCE: 4.2 Living Conditions

QUICK CAST: No

POWER LEVEL: 6

REQUIREMENTS: This ritual can only be performed when the victim is sleeping. The caster must pour a small amount of blood down the person's throat, drop poisonous insects or draw symbols on her skin, and whisper an incantation that lasts half an hour.

EFFECT: The ritual gives the target exceptionally vivid and disturbing dreams while it removes a portion of her soul. The soul bit is absorbed by the caster. Each night that the ritual is repeated, a little more soul is transferred. Since certain detection and protection spells only work on beings without souls, having a soul can be quite useful. This spell can only be used on humans and other creatures that naturally have souls. It cannot be used to temporarily remove the soul from vampires or other demons who have found a way to gain or regain their soul. This spell may be exclusive knowledge of the Mok'tagar demons or it may be more widely known.

ASPECT ANALYSIS: Ritual (half an hour) (+0), noticeable scope (one being) (+1), permanent duration (+3), unusual ingredients (-1), major effect (+3).

RESTORE SOUL

SOURCE: 4.2 Living Conditions

QUICK CAST: No

POWER LEVEL: 6

REQUIREMENTS: The caster must light candles and perform an incantation lasting approximately ten minutes. The caster also needs a bit of hair, blood, toenail, or some other fragment of the body of either the demon who is stealing the soul or the person whose soul is being stolen (but not both).

EFFECT: The instant this counterspell is completed, the target's soul is returned and cannot be stolen again for the next three hours. The spell aids any being with a soul, but will not work if the target's soul has been banished by a spell like Soul Reave (see *Monster Smackdown*, p. 122).

ASPECT ANALYSIS: Ritual (less than half an hour) (+0), noticeable scope (one being) (+1), permanent duration (+3), unusual ingredients (-1), major effect (+3).

LIGHT OF GUIDANCE

SOURCE: 4.4 Fear, Itself

QUICK CAST: Yes

POWER LEVEL: 3

REQUIREMENTS: Witches only need to say a quick incantation. Everyone else must light a candle and chant for five minutes.

EFFECT: As soon as this spell is cast a tiny light as bright as a small flashlight appears. The caster can ask the light to lead her to anyone or anyplace she knows well enough (pretty much your call here, obviously Willow knew her friends well enough to use it but that level of intimacy may not be required). It leads her towards this destination, moving a few feet ahead of her, regardless of whether she is walking or running. If the caster keeps changing her mind about where she wants to go or who she wants to find, she may end up with half a dozen little lights playing Christmas tree every which way around her face.

ASPECT ANALYSIS: Ritual (five minutes) (+0), may be Quick Cast (+1), severe scope (area of a large building) (+2), medium duration (one minute per Success Level) (+0), minor effect (+0).



LOVER'S CURSE

SOURCE: 4.6 Wild at Heart

QUICK CAST: No

POWER LEVEL: 7

REQUIREMENTS: Various herbs and potions, as well as a picture of the caster's lover or ex-lover. To complete the spell, the caster must burn the lover's picture. Only someone who once had a strong positive emotional connection with the target can cast this spell.

EFFECT: This is the standard curse used by jilted lovers, angry business partners, or anyone else who believes someone has betrayed them. While the caster is no doubt convinced that her victim is getting what she deserves, this spell is not about justice—it smacks the target with the angry hand of vengeance. Once cast, the target finds that everyone who previously loved her now hates her. Lovers and ex-lovers that the target cares about tend to die messily and pretty much anyone or anything else the target loves falls apart or turns against them. Like many of the seriously dark spells, this one also tends to have a nasty twist. If the target still loves the caster, the caster might end up messily dead, ensuring that both she and the target come to grief over this spell. As a final kicker, the spell imposes bad luck on the target. She gains five points of the Bad Luck Quality. The spell itself doesn't cause the target harm, but the bad luck might, as might the badness happening to those around her.

ASPECT ANALYSIS: Recitation (couple of minutes) (+1), caster must have strong connection to target (-1), noticeable scope (one being) (+1), very long duration (+2), unusual ingredients (-1), awesome effect (+5).

DEMONIC TRANSFORMATION

SOURCE: 4.12 A New Man

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: A small amount of powder or pill containing mandrake root and several other rare herbs. The caster must empower this powder or pill during a three-hour ritual that invokes the power of Proteus, the god of change. To cause the spell to take effect, the powder or pill must be eaten or drunk by the target. Since mandrake tastes really nasty, the caster must conceal the pill in a glass of scotch, pot of chili or a banana-strawberry Go-Gurt (for the health conscious).

EFFECT: This spell transforms the target into a demon specified by the caster when the powder is created. Unlike purely illusory transformations, the target doesn't

just look like a demon, she actually becomes a demon. She can only speak demonic languages. Her personality takes longer to change than her body. Still, within six or nine hours, she is going to be thinking just like a demon—including all that desire for violence, human hearts, and other sorts of nastiness. After the target has been a demon for three hours, she must succeed at a Willpower (doubled) roll to resist giving into her demonic nature. Another roll, with a cumulative -1 penalty, is required every three hours after that. After 15 hours as a demon, the rolls cease becoming more difficult (-5 penalty max).

ASPECT ANALYSIS: Very lengthy ritual (three hours) (-2), noticeable scope (one being) (+1), permanent duration (+3), unusual ingredients (-1), major effect (+3).

IONIZE AIR*

SOURCE: 4.13 The I in Team

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: A dolls-eye crystal and a ten-minute incantation to the elements.

EFFECT: This spell ionizes the air in a one-block radius. Within this area, static cling is seriously harsh and all forms of TV, radio, and cell phone communications are cut off. The effect is stronger in the immediate vicinity of the spell, and everyone within a few yards of where it is cast winds up with a serious bad hair day until the spell is over. This spell only lasts for about an hour, but during that time it is a truly awesome way to keep someone with a cell phone from calling for help, or to really annoy someone who wanted to watch the big game.

ASPECT ANALYSIS: Ritual (ten minutes) (+0), major scope (neighborhood) (+3), long duration (+1), minor effect (+0).

SUMMON DRACONIAN KATRA

SOURCE: 4.16 Who Are You?

QUICK CAST: Yes

POWER LEVEL: 4

REQUIREMENTS: Powdered phoenix egg, a shed snake-skin, and two Witch casters.

EFFECT: This spell is used to summon a draconian katra from the distant demon dimension in which they are found. Katra appear as glowing gemstones of various colors. All of these stones are small, flat, and fit easily within a human (or demonic) hand. A draconian katra is a one-shot mystical item that can switch the caster's mind with that of someone else. The caster need only

arrange to hold the katra and touch it to the target's hand and whisper a short incantation. In an instant, the caster's finds herself inhabiting the target's body and vice versa. Both parties retain all of their skills and mental Attributes, as well as any mental or magical traits like Emotional Problems or Psychic Visions. Their physical Attributes and traits like Jock, Werewolf, Slayer, or even Vampire remain with their bodies. The transformation may only be reversed by summoning another katra. The caster can only use this spell to switch targets who have some connection to humanity—hell gods, demons, or other completely inhuman creatures are immune.

ASPECT ANALYSIS: Dual casters (-1), casters must have Sorcery (-1), ritual (less than half an hour) (+0), noticeable scope (one item) (+1), creates magical item (+1), permanent duration (+3), rare ingredients (-2), major effect (+3).

ETHERIC SCANNING*

SOURCE: 4.16 Who Are You?

QUICK CAST: No

POWER LEVEL: 3

REQUIREMENTS: Two Witches, candles, a pot of herbs for anointing the participants, and a personal item of the person being scanned.

EFFECT: One Witch sends her consciousness into the nether realms, while the other acts as an anchor, keeping her soul from becoming lost. While in the nether realms, the Witch can perceive any ongoing mystical effects in the vicinity of the person being scanned, including possession, curses, or magical transformations. This is a highly dangerous spell—a mistake most likely results in the projecting character becoming lost and unable to return to her body. In this case, the body becomes an immobile, soulless husk that must be fed and given water. Even worse, the body dies within a month unless the Witch finds her way home. While no safer, the easiest way to help a lost Witch find her way home is for another pair of Witches to perform this spell using an item belonging to the lost Witch. The projecting Witch must then go into the nether realms, locate the lost Witch's spirit, and guide it home. Then again, if this second spell goes awry, two Witches are lost in the nether realms.

ASPECT ANALYSIS: Dual casters (-1), casters must have Sorcery (-1), recitation (couple of minutes) (+1), noticeable scope (one being) (+1), medium duration (one minute per Success Level) (+0), major effect (+3).



FOG OF PROTECTION

SOURCE: 4.17 Superstar

QUICK CAST: Yes

POWER LEVEL: 4

REQUIREMENTS: Witches need merely say a few words and point their hands in the desired direction. Non-Witches need only chant for a minute or two and let the magic happen.

EFFECT: A white fog billows from the caster's hands. The fog dissipates quickly, but anyone else who is touched by it is rendered completely senseless and somewhat dizzy for a minute. This spell produces enough fog to affect one person (or demon), two if they are close together. This effect doesn't last very long, but it can allow the caster to duck around a corner or into a closet. That should give a bit of a breather from whatever nasty thing is chasing her.

ASPECT ANALYSIS: Recitation (less than a couple minutes) (+1), may be Quick Cast (+1), noticeable scope (nearby target) (+1), short duration (one Turn per Success Level) (-1), severe effect (+2).

SPIRIT CALLING

SOURCE: 4.18 Where the Wild Things Are

QUICK CAST: No

POWER LEVEL: 3

REQUIREMENTS: Three magicians, a table draped in a red cloth, several candles. Everyone joins hands and after a short invocation, the spirit or spirits appear.

EFFECT: This spell can be used to summon anything from a single ghost to a vast accumulation of poltergeist energy. It can also be used to communicate with a spirit that is willing and able to talk. Although the spell need not be cast on the haunted site, at least one of the magi-



cians must have been to that site. Once the spell is cast, the spirit shows up, and while it is present, it does not notice events occurring in the area it normally haunts. The problem is that the spell does not compel the spirit to remain. Once it shows up, it is up to the caster and the other people present to keep it engaged. If the caster has something to offer the spirit, she might be able to keep it around. She might even be able to deal with the problem that is causing it to hang around the world of the living. If the caster doesn't have anything that the spirit wants or if the spirit is merely an accumulation of energy and not an actual ghost, it generally sticks around for only five or ten minutes. Also, if someone at the site of the haunting does something that directly threatens the spirit, it notices the attempt and instantly pops back to the place it haunts, unless the caster offers it something very desirable. The spell can only cause a spirit to appear visibly and to become audible, it cannot force a spirit to take solid form—this is not a means to physically attack an otherwise immaterial spirit.

ASPECT ANALYSIS: Multiple casters (-2), recitation (couple minutes) (+1), severe scope (up to ten spirits) (+2), instant duration (+0), severe effect (+2).

PARALYSIS

SOURCE: 4.21 Primeval

QUICK CAST: No

POWER LEVEL: 2

REQUIREMENTS: The caster must spend five Turns chanting an invocation to Medusa and the Gorgons. Then, she must touch the target with her left hand.

EFFECT: This spell completely immobilizes the target for a number of Turns equal to the Success Levels gained. This spell is also most dangerous. Since the caster must be close to the target and loads of brightly glowing magical energy surrounds her, she makes a dandy target. During the time she is chanting, if anyone kills the caster, knocks her unconscious, or even interrupts her chanting by tossing her against a wall or slapping a big piece of duct tape over her mouth, the spell automatically fails. Even so, the caster must roll for magical side effects. This spell is the ideal method for paralyzing critters too nasty for even a Slayer to easily defeat. Still, those are exactly the sorts of monsters who can easily smash a Witch to a pulp before she can finish this spell.

ASPECT ANALYSIS: Recitation (five Turns) (+1), noticeable scope (one being) (+1), short duration (-1), unusual requirements (must touch) (-1), severe effect (+2).

SEASON FIVE SPELLS

IGNITE FIRE

SOURCE: 5.1 Buffy vs. Dracula

QUICK CAST: Yes

POWER LEVEL: 4

REQUIREMENTS: Witches and Warlocks need only shout "Ignis Incende." Other magicians must also meditate for three minutes.

EFFECT: This spell ignites any flammable object up to the size of a large fireplace full of thick logs. The caster must be within two yards of the target. If used to light an enemy's clothes, it does three times Success levels damage to the target, doubled against vampires or other especially flammable creatures.

ASPECT ANALYSIS: Recitation (few minutes) (+1), may be Quick Cast (+1), noticeable scope (one being/object) (+1), instant duration (+0), noticeable effect (+1).

TIRER LA COUTURE (PULL THE CURTAIN BACK)*

SOURCE: 5.5 No Place Like Home

QUICK CAST: No

POWER LEVEL: 3

REQUIREMENTS: The caster must draw a circle in blessed sand around herself and light some incense.

EFFECT: This spell allows the caster to see all magic around her. Even the most powerful illusions appear false and transparent, and the reality underneath them is apparent. Curses and boons on people or places appear as swirls of malevolent or benevolent light and take on an appearance similar to their effect. A spell that is being used to spy on a location might appear as a large floating eye, while a curse would be seen as a horridly twisted parasite feeding on its victim. This spell continues as long as the caster maintains her concentration, providing she succeeds at a Willpower (not doubled) roll once per minute. This spell demands serious concentration and the caster can't enter combat, engage in intense conversation, safely drive a car, or perform any other focused activity.

ASPECT ANALYSIS: Recitation (a couple minutes) (+1), noticeable scope (one being) (+1), noticeable effect (+1).



DEMONIC BLINDNESS

SOURCE: 5.6 Family

QUICK CAST: Yes

POWER LEVEL: 5

REQUIREMENTS: Powder made from amber, mandrake root, and demon blood. The caster blows the powder into the area with the targets and says a several minute incantation to the blind goddess Cadria.

EFFECT: This spell causes the targets to be completely unable to see or hear any form of demon. Even if the demon is standing right in front of them, or striking them with a sword, the folks affected are unable to perceive the demon. The targets can hear, smell, and feel what the demon is doing and can see the results of its actions, but they cannot actually see it. This spell lasts for 24 hours or until a counter spell is cast.

ASPECT ANALYSIS: Ritual (several minutes) (+0), may be Quick Cast (+1), severe scope (up to ten beings) (+2), long duration (+1), unusual ingredients (-1), severe effect (+2).

END DEMONIC BLINDNESS

SOURCE: 5.6 Family

QUICK CAST: Yes

POWER LEVEL: 5

REQUIREMENTS: A several-minute chant to the blind goddess Cadria.

EFFECT: This spell instantly reverses the effects of Demonic Blindness, allowing all of those who were affected to once again clearly see any demons that aren't invisible.

ASPECT ANALYSIS: Ritual (several minutes) (+0), may be Quick Cast (+1), severe scope (up to ten beings) (+2), instant duration (+0), severe effect (+2).

EARLY WARNING

SOURCE: 5.13 Blood Ties

QUICK CAST: No

POWER LEVEL: 5

REQUIREMENTS: The caster must draw a line of symbols in colored sand all around the area being protected and then say a short incantation.

EFFECT: This spell warns anyone inside the protected area if any hellgod or exceptionally powerful demon comes within 100 feet. The spell is good for one warning. This warning is quite loud and wakes everyone inside the area, even if they are quite soundly asleep. Also, the spell only warns of the approach of extremely powerful demons. It does not react to the approach of vampires or other ordinary demons. The spell remains in place until it is either banished or triggered. Once the spell is cast, the sand need not stay in place; the effect remains even if the sand is disturbed or swept up.

ASPECT ANALYSIS: Recitation (less than a few minutes) (+1), noticeable scope (one room) (+1), permanent duration (+3), minor effect (+0).

TELEPORTATION

SOURCE: 5.14 Blood Ties

QUICK CAST: Yes

POWER LEVEL: 7

REQUIREMENTS: A powder made from silver, mandrake root, and vervaine must be thrown over the target by two magicians simultaneously. Unless the caster is a Witch or Warlock, this spell also requires a five-minute ritual involving extensive chanting.

EFFECT: The target is instantly teleported up to 100 miles away from the caster. If the caster scores one Success Level more than is necessary to cast the spell, she can determine roughly where the target ends up. However, such statements must be fairly vague, like 100 miles straight up, 100 miles south, somewhere in downtown San Diego (assuming downtown SD is approximately 100 miles away). If the caster rolls two or more Success Levels above what is necessary and has a map handy, she can determine more precisely where the target arrives. The spell isn't exact, but if cast in this fashion, she can send someone to the top floor of a skyscraper 20 miles away, or onto the deck of an oil tanker 90 miles offshore. If desired, the caster can teleport either herself or the magician she is working with instead of another target. While the target can be made to appear in midair, she will not appear inside a solid object, underwater, or in any other position that results



in instant death. On the other hand, while appearing several miles above the ground might not kill the target, the long fall likely will.

ASPECT ANALYSIS: Dual casters (-1), ritual (five minutes) (+0), noticeable scope (one being) (+1), awesome scope (100 miles) (+5), unusual ingredients (-1), major effect (+3).

FALSE RESURRECTION

SOURCE: 5.18 Forever

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: A photograph of the person the caster wishes to raise, the egg of a Ghora demon (see *Monster Smackdown*, p. 42), and a short ritual.

EFFECT: This spell raises the target from the dead. This is not one of the most powerful resurrection spells though, and the results are somewhat incomplete. All of the target's injuries are healed, but her soul and mind are gone and she retains only fragments of her memories. The target's Strength, Dexterity, and Constitution are unchanged, but her Intelligence, Willpower, and Perception are all reduced to one. At best, the person can still recognize her loved ones and engage in extremely simple, halting conversations. Many magicians are extremely displeased by the result of this spell—fortunately, it is extremely easy to reverse. If the photograph used in the casting of this spell is ever ripped in half or otherwise destroyed, the target instantly returns to their grave. A few seriously nasty Witches and Warlocks use this spell to turn their dead enemies into helpless slaves—that's about all it is good for.

ASPECT ANALYSIS: Ritual (less than half an hour) (+0), noticeable scope (one being) (+1), permanent duration (+3), rare ingredients (-2), severe effect (+2).

SUMMON SERPENTS

SOURCE: 5.19 Tough Love

QUICK CAST: Yes

POWER LEVEL: 5

REQUIREMENTS: A short incantation and a gesture to indicate where the serpents should appear. Those without Sorcery must also perform a ten-minute ritual.

EFFECT: The caster summons a number of highly poisonous snakes to the indicated location. These serpents are typically enraged by the summoning spell and attack anyone who is nearby, except the caster. The caster's friends and foes within reach are all fair game. The number of snakes and the Strength of their debilitating

venom (see *BtVS Corebook*, p. 122) equal the Success Levels. If bitten, the victim must roll against poison every minute for ten minutes. This spell is only a temporary summoning and with another gesture and a short incantation, the caster can end the spell and instantly return the serpents to their home dimension. Although the serpents depart, any damage they cause remains, allowing them to be used as a highly discreet and untraceable form of attack. If the caster does not bid the serpents to depart, they vanish in one hour.

ASPECT ANALYSIS: Ritual (ten minutes) (+0), can be Quick Cast (+1), noticeable scope (several snakes) (+1), long duration (+1), severe effect (+2).

LEVITATION

SOURCE: 5.19 Tough Love

QUICK CAST: Yes

POWER LEVEL: 4

REQUIREMENTS: Several minutes of incantation.

EFFECT: This spell allows the caster to float in the air or even to fly slowly. The spell lasts Success Level hours as long as the caster concentrates on it and does nothing else (including casting other spells). If Quick Cast, a Witch who falls off of a tall building can float gently and safely to the ground. Alternately, a Witch can use this spell to fly from the ground to the top of a twenty-story building. The pace is not terribly rapid—a caster can't fly any faster than she can run.

ASPECT ANALYSIS: Ritual (several minutes) (+0), can be Quick Cast (+1), noticeable scope (one being) (+1), long duration (+1), noticeable effect (+1).

HOLD PERSON

SOURCE: 5.19 Tough Love

QUICK CAST: Yes

POWER LEVEL: 3

REQUIREMENTS: Witches simply incant and gesture at their target or targets. Other magicians must also meditate for several minutes.

EFFECT: This spell causes the air around the target to solidify. The target can breathe normally, but she is stopped in her tracks. Since this spell prevents all gestures, most forms of magic are impossible, but psychic powers can be used normally. If not dispelled, the binding naturally fades in one Turn per Success Level.

ASPECT ANALYSIS: Ritual (several minutes) (+0), can be Quick Cast (+1), noticeable scope (one being) (+1), short duration (-1), severe effect (+2).

AIR BECOME FIST*

SOURCE: 5.20 Spiral

QUICK CAST: Yes

POWER LEVEL: 6

REQUIREMENTS: The caster must punch her fist in the direction she wants the attack to go and shout "Air Become Fist!" in Russian. Non-Witches are much less dramatic, taking several minutes.

EFFECT: This spell delivers a punch to the target. While it only inflicts Willpower (doubled) points of damage per Success Level, it also throws a human-sized target back a number of yards equal to the caster's Willpower times the Success Levels. This should keep even the toughest demon off the caster's back for a while. It can also be used to move a car or something similarly large one yard per Success Level, assuming the caster doesn't mind major dentage on the vehicle. If used with the right timing (Resisted Dexterity (doubled) roll), the spell can even push a car that is speeding directly towards the caster into another lane, or at least far enough so that it misses. If this spell is used on a breakable object like a large mirror or window, it shatters into hundreds of sharp pieces.

ASPECT ANALYSIS: Ritual (several minutes) (+0), can be Quick Cast (+1), major scope (one huge object) (+3), instant duration (+0), severe effect (+2).

ENERGY BARRIER*

SOURCE: 5.20 Spiral

QUICK CAST: Yes

POWER LEVEL: 7

REQUIREMENTS: Two or more Witches need only chant, "Enemies, fly and fall . . . circling arms, raise a wall!" Everyone else needs to spend several hours drawing a fancy circle around the protected area in colored chalk.



EFFECT: An invisible energy barrier springs up around the caster. It can be as small as desired or as large as 99 feet in diameter. The barrier is pretty much impassible—enemies can't get through and neither can any weapons they use. The barrier lets air through, but stops any poison gas the caster's enemies try to send her way—magic is handy like that. The caster can open or close a temporary gate in the barrier and dissolve the entire barrier at will. It naturally disbursts in Success Levels x 4 hours.

ASPECT ANALYSIS: Dual casters (-1), lengthy ritual (several hours) (-1), can be Quick Cast (+1), severe scope (100 feet) (+2), long duration (+1), awesome effect (+5).

DREAM TRAVEL

SOURCE: 5.21 Weight of the World

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: The caster must meditate for several minutes next to the body of the sleeping person whose dreams she wishes to enter.

EFFECT: The magician can project her consciousness into the mind of someone who is dreaming. The caster can communicate with the target and can affect her dreams in the same way that she can affect the waking world, by picking up and moving objects, opening doors, or talking to the dreamer. If desired, the caster need not appear in the dream at all and can simply watch, or she can take on the appearance of anyone she desires, effectively impersonating someone else in the dream. While this spell can be used to help someone who is having nightmares or other similar problems, it is most often used to spy on the target's inner thoughts, or to attempt to discreetly influence her by either delivering messages or by impersonating someone (and having that person say or do something fairly dramatic). The caster can also ask the dreamer questions that she would not normally answer while awake. While the dreamer does not believe that the created or altered dreams are anything unusual, they are always vivid and exceptionally easy to remember. Most people do not base their attitudes about people upon events in dreams, but a consistent series of dreams where a friend does or says lots of mean and horrible things should cause some loyalty doubts.

ASPECT ANALYSIS: Ritual (several minutes) (+0), severe scope (two beings) (+2), long duration (+1), noticeable effect (+1).





ENERGY TRANSFER

SOURCE: 5.22 The Gift

QUICK CAST: Yes

POWER LEVEL: 6

REQUIREMENTS: The caster must touch two people, envision a type of energy, and recite a several minute incantation.

EFFECT: This spell transfers mystical energy between two individuals. The caster can either give or receive energy, or she can merely serve as a conduit between two other people. The spell is often used to steal energy from another Witch, to both weaken them and temporarily strengthen the caster. If used this way, the target's Sorcery level is reduced by half (round down) for the next hour, while the caster temporarily gains a number of Sorcery levels equal to the number the target lost. This bonus can only be used on the next spell or telekinesis attempt that the caster performs. Once this spell has been cast, no further bonus is gained. The spell can also be used to reverse the effects of energy draining abilities, or spells like Steal Strength (see p. 83). This potent spell can actually steal energy from vastly powerful beings like True Demons or hellgods.

ASPECT ANALYSIS: Ritual (several minutes) (+0), can be Quick Cast (+1), severe scope (two beings) (+2), instant duration (+0), major effect (+3).

MENTAL COMMUNICATION

SOURCE: 5.22 The Gift

QUICK CAST: Yes

POWER LEVEL: 5

REQUIREMENTS: The caster must look at and whisper the name of up to ten people she wishes to "speak with," and perform a ritual to Mercury.

EFFECT: Until the sun next crosses the horizon, the caster can mentally communicate with everyone she designated, as long as she can see the person (even if only as a small dot in the distance or by using camera or other visual link). This spell does not allow the caster to read the target's mind, merely to communicate silently with people. Telepaths (see p 34) can overhear these mental conversations. Many folks find this spell somewhat disconcerting since the caster's voice comes directly into the target's head and is not heard with the target's ears. The target does not need to be able to see the caster to respond. The caster can make these mental messages public, so that they can be heard by everyone she named when she cast the spell, or each message can be sent to specific persons.

ASPECT ANALYSIS: Ritual (several minutes) (+0), can be Quick Cast (+1), major scope (up to ten people in sight) (+3), long duration (+1), minor effect (+0).

SEASON SIX SPELLS

RESURRECTION OF OSIRIS

SOURCE: 6.I Bargaining - Part One

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: A priceless Urn of Osiris, a chant, a group of four in a circle with candles above the one to be raised, blood from an animal sacrifice.

EFFECT: This spell quite literally raises the dead. It grows new flesh around the subject's corpse and then restores her life, her soul, and her memories. The ritual is a difficult one and even if the spell is completely successful, the caster takes five Life Points of damage and is totally exhausted from the strain of performing the it.

ASPECT ANALYSIS: Multiple casters (-2), ritual (less than half an hour) (+0), noticeable scope (one being) (+1), permanent duration (+3), way-rare ingredients (-3), awesome effect (+5).

BOLT OF LIGHT

SOURCE: 6.I Bargaining - Part One

QUICK CAST: Yes

POWER LEVEL: 4

REQUIREMENTS: Witches need only shout "Dissolvo." Other magicians must meditate for a minute.



EFFECT: A ball of light shoots from the caster's hand and shoves the target Willpower feet per Success Level rolled. This spell could knock a person down or push her free from someone who was holding her. The spell normally causes no damage, but if the target is shoved into a wall or some other hard surface, she takes two times the Success Levels in damage.

ASPECT ANALYSIS: Recitation (a minute) (+1), can be Quick Cast (+1), noticeable scope (one being) (+1), instant duration (+0), noticeable effect (+1).

JET OF FLAME

SOURCE: 6.2 Bargaining - Part Two

QUICK CAST: Yes

POWER LEVEL: 4

REQUIREMENTS: Witches need only shout "Incindere." Other magicians must meditate for a few minutes.

EFFECT: A gout of flame shoots from the caster's hand. The flame is five yards long and does Willpower times Success Levels in damage to whatever it hits (double against vampires and other particularly flammable creatures). The spell also ignites flammable objects.

ASPECT ANALYSIS: Recitation (a few minutes) (+1), may be Quick Cast (+1), noticeable scope (one being) (+1), instant duration (+0), noticeable effect (+1).

MAGICAL BLINDFOLD

SOURCE: 6.2 Bargaining - Part Two

QUICK CAST: Yes

POWER LEVEL: 3

REQUIREMENTS: Witches need only shout "Obfuscate." Other magicians must meditate for a few minutes.

EFFECT: A gray blob appears in the caster's hand. When thrown, it unerringly aims for a nearby target's face. There, it transforms into a mass of sticky goo that covers the target's eyes. The blob temporarily blinds the target (-4 to all actions requiring sight). The goo is extremely sticky and the target must pull at it for two times Success Levels Turns to remove it (otherwise it lasts for one minute per Success Level). The target can do nothing else during any Turn that she attempts to remove it.

ASPECT ANALYSIS: Recitation (a few minutes) (+1), may be Quick Cast (+1), noticeable scope (one being) (+1), minor effect (+0).

WEAKEN

SOURCE: 6.2 Bargaining - Part Two

QUICK CAST: Yes

POWER LEVEL: 4

REQUIREMENTS: Witches need only shout "Fragile." Other magicians must meditate for a few minutes.

EFFECT: A ball of light shoots from the caster's hand and strikes a nearby object no larger than a baseball bat or a rifle. The object is severely weakened—next time it is used it harmlessly falls to pieces. This spell is typically used to destroy weapons and works exceedingly well on guns, clubs, and swords. It does not work on enchanted or superscience items.

ASPECT ANALYSIS: Recitation (a few minutes) (+1), may be Quick Cast (+1), noticeable scope (one object) (+1), noticeable effect (+1).

SOLIDIFY SPIRIT*

SOURCE: 6.3 Afterlife

QUICK CAST: Yes

POWER LEVEL: 6

REQUIREMENTS: Witches (with Sorcery 5 or better) need merely say "Solid." Other magicians must sit and recite a lengthy chant over and over again for nearly twenty minutes.

EFFECT: This spell makes a ghost or other insubstantial creature solid for the next hour. In this state, the creature can interact physically with the world and be attacked with ordinary physical weapons—often a great boon when fighting certain types of creatures. Creatures made solid by this spell also become fully visible. When solidified, a ghost has Life Points equal to three times its Brains Score.

ASPECT ANALYSIS: Ritual (less than half an hour) (+0), can be Quick Cast (+1), noticeable scope (one being) (+1), long duration (+1), major effect (+3).

TIME LOOP*

SOURCE: 6.5 Life Serial

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: Three magicians must sit in a triangle of red chalk. The primary caster burns a piece of paper bearing the goal of the spell inscribed in Latin, then recites *opus orbit est, et ea in medio, tempus ad calcem intendit* (the work is a circle, and she is in the middle, the time stretches out).



EFFECT: This spell places one target within sight in a time loop, repeating a short segment of time over and over again until some predetermined condition is met. This condition must be possible for the target to fulfill—selling someone a shirt or throwing a ball through a hoop are both reasonable conditions; successfully putting together a puzzle with half the pieces missing is not. Whenever the target fails to complete the task or even when she gives up, the time loop resets and she is once again back at the beginning. The casters and the target remember the events that occurred before this reset, but no one else does.

ASPECT ANALYSIS: Multiple casters (-2), recitation (few minutes) (+1), noticeable scope (one being) (+1), long duration (+1), major effect (+3).

MAGICAL DISGUISE

SOURCE: 6.5 Life Serial

QUICK CAST: No

POWER LEVEL: 5

REQUIREMENTS: The caster must recite a short incantation for approximately one minute.

EFFECT: This spell disguises the target as someone or something else—from an elderly dwarf to an eight-foot tall demon with wings and horns. The target's Attributes and capabilities remain the same though. Also, the spell does not change the caster's clothing or accessories. The spell lasts for two hours per Success Level. The caster can use this spell on herself or on anyone she touches.

ASPECT ANALYSIS: Recitation (one minute) (+1), noticeable scope (one being) (+1), long duration (+1), severe effect (+2).

QUICK ILLUSION

SOURCE: 6.6 All The Way

QUICK CAST: Yes

POWER LEVEL: 1

REQUIREMENTS: This spell can only be used by Witches and involves a short incantation, generally only a word or two.

EFFECT: This spell creates minor illusions. Whether the caster is changing her jeans into a sparkling ball gown or decorating a room with ribbons and tiny glowing lights, almost any type of minor illusion can be produced. The spell cannot harm anyone and the caster must be no more than three yards away from the object she is changing. Furthermore, the illusions are completely insubstantial and fade in Success Level hours.

ASPECT ANALYSIS: Caster must have Sorcery (-1), can be Quick Cast (+1), long duration (+1), minor effect (+0).

FORGETTING

SOURCE: 6.6 All The Way

QUICK CAST: No

POWER LEVEL: 6-8

REQUIREMENTS: To alter one person's memory, the caster only need recite a simple spell while holding a lethe's bramble. To affect multiple targets or more extensive memories, the caster also needs a pure quartz crystal. She must burn a fire around the crystal. The crystal gradually turns jet black—when it is fully black, the spell is in effect.

EFFECT: When cast in its simplest form, this spell removes a single memory from the target's mind. This covers one discrete incident—a lovers' fight, a serious fright, viewing *The Postman*. The caster need only state the memory to be removed, cast the spell, and it is gone. Add one to the Power Level to affect the memories of up to ten people; add one to the Power Level to affect more than a single memory. When cast in this expanded manner though, the spell is unstable. If the black crystal is broken or destroyed, the spell is instantly broken and all lost memories return.

ASPECT ANALYSIS: Recitation (+1), noticeable scope (one being) (+1), permanent duration (+3), noticeable effect (+1).

SMALL SUMMONING

SOURCE: 6.9 Smashed

QUICK CAST: Yes

POWER LEVEL: 8

REQUIREMENTS: Witches need only say "Revealed." Other magicians must sit and meditate for nearly twenty minutes.

EFFECT: This powerful spell can summon any small item the caster can imagine (except enchanted or super-science objects). The item summoned must be something that can easily be held in one hand, like a piece of paper, a baseball, or a banana. The summoned item must also already exist—it is not created by the spell.

ASPECT ANALYSIS: Ritual (twenty minutes) (+0), noticeable scope (one item) (+1), awesome scope (the globe) (+6), instant duration (+0), noticeable effect (+1).



REVERSE TRANSFORMATION

SOURCE: 6.9 Smashed

QUICK CAST: No

POWER LEVEL: 8

REQUIREMENTS: Read a short but exceedingly difficult-to-find incantation.

EFFECT: This spell reverses the effects of any transformation spell, including powerful spells like Rat-ification. Unlike other reversing transformations, this spell can even reverse transformations performed by another magician even if the caster does not know the original spell.

ASPECT ANALYSIS: Recitation (few moments) (+1), noticeable scope (one being) (+1), permanent duration (+3), rare ingredients (-2), awesome effect (+5).

TRANSFORM REALITY

SOURCE: 6.9 Smashed

QUICK CAST: Yes

POWER LEVEL: 7

REQUIREMENTS: The caster decides on the particular transformation she wishes to occur and conducts a ten-minute ritual.

EFFECT: This is a generic illusion spell. It can be used to do anything from changing clothes to reforming someone as a large animate strawberry. At the caster's whim, those in the area may notice the odd events or simply believe that it's perfectly natural for a guy to be dancing in a cage while wearing a loincloth. The effects are really nothing more than powerful illusions that fade in Success Level hours. Also, the changes do not affect either the target's Attributes or abilities. To end this spell, the caster need only successfully perform a Power Level 1 spell and say "Return." Anyone else attempting to reverse this spell needs to roll a number of Success Levels above those achieved by the caster. The caster can decide if those affected remember any of the changes. Anyone who remembers suddenly being, or even seeing, a large animate strawberry will almost certainly assume that someone slipped her a powerful hallucinogen.

ASPECT ANALYSIS: Ritual (ten minutes) (+0), can be Quick Cast (+1), severe scope (area of a large building) (+2), long duration (+1), major effect (+3).

REMOVE BONDS

SOURCE: 6.17 Normal Again

QUICK CAST: Yes

POWER LEVEL: 3

REQUIREMENTS: Witches say "Exegete" and gesture at their target or targets. Other magicians must also meditate for five minutes.

EFFECT: This spell removes bonds from any target within five yards. The bonds instantly vanish in a flash of light. This spell works on ropes, handcuffs, or silk scarves (don't ask), but does not open locked doors.

ASPECT ANALYSIS: Ritual (five minutes) (+0), can be Quick Cast (+1), minor scope (one binding) (+0), instant duration (+0), severe effect (+2).

SPELL OF LOCATION

SOURCE: 6.18 Entropy

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: The caster needs a special magical disk inscribed with many concentric magical symbols. While these disks are not enchanted items in their own right, they are difficult to create and most magicians purchase or steal already existing disks. The caster must tie the disk to a string and sprinkle it with a special purple powder that can easily be made with any good chemistry set. Next, the caster must spread out a map of the area being searched and light a red candle

EFFECT: This spell can be used to locate any person or object the caster knows about. When the spell is cast, a beam of purple light shoots out from the candle, passes through the disk, and strikes the map at the place where the person or item is located. Naturally, the smaller the area covered by a map, the more exact the location shown but the greater the potential for no result to occur (as the subject is not in the map area). This spell may need to be recast several times to narrow the search. Oh, and a fireproof map is recommended as the beam of purple light ignites ordinary paper within 15 or 20 seconds (this feature is not commonly known nor is it explained in many spell books). Fortunately, observant magicians should be able to note the target's location well before the map bursts into flame.

ASPECT ANALYSIS: Recitation (few moments) (+1), awesome scope (map area) (+5), rare ingredients (-2), minor effect (+0).

ANTI-MAGIC PROTECTION

SOURCE: 6.21 Two To Go

QUICK CAST: No

POWER LEVEL: 5

REQUIREMENTS: The caster must continuously recite in ancient Sumerian. Once she stops, the effect ceases.



EFFECT: This spell can protect anyone the caster chooses from all direct magical effects, as long as all the people designated are within ten yards of the caster. The caster can do nothing other than stand or walk while reciting a complex magical formula over and over again. Also, this spell does not protect the caster from non-magic damage like that caused by falling roofs or a kick in the teeth (which could be aided by magic). A caster can chant for a number of hours equal to the Success Levels of a Constitution and Languages roll.

ASPECT ANALYSIS: Recitation (+1), severe scope (ten yard radius) (+2), difficult use (must keep chanting) (-1), major effect (+3).

BOOST POWER

SOURCE: 6.22 Grave

QUICK CAST: No

POWER LEVEL: 6

REQUIREMENTS: A group of thirteen or more Witches or Warlocks must work together, performing a lengthy chant that lasts an hour. The person being boosted must be present when the spell is cast.

EFFECT: The target borrows power from the magicians who cast this spell. She gains one level of the Sorcery Quality from every participating Witch. Those without the Sorcery Quality cannot assist in performing the spell, but can be the target. Until the target has entirely used up this power boost, everyone who donated power to the target halves (round up) her Sorcery Quality (see p. 50).

ASPECT ANALYSIS: Multiple casters (-2), lengthy ritual (an hour) (-1), noticeable scope (one being) (+1), permanent duration (+3), awesome effect (+5).

NEW SPELLS

Willow: Oh, we're gonna try out a few spells.

Tara: There's this thing you can do where you create light, and we thought, what if you could make, like, simulated sunlight?

Willow: Yeah, so then, you know, there Buffy is, middle of the night, and she finds this whole nest of vamps, and then she just goes, "Presto!"

Tara: Only it won't be "presto" exactly.

Willow: And, and voom! There's a floating ball of sunlight. Vamps get dusty.

—5.11 Triangle

The following spells have not appeared in any *Buffy* episode. That's right—we're going where no Scooby has gone before (at least as far as we know). They are arranged by Power Level.

VOICE FROM THE BLACK PORTAL

SOURCE: New

QUICK CAST: No

POWER LEVEL: 1

REQUIREMENTS: A relatively intact murder victim that has been dead no more than one month. The corpse must be placed inside a large pentacle with a black candle at each point. This spell can only be cast during the three days of the new moon.

EFFECT: This spell allows the caster to speak to the spirit of a recently deceased person. The corpse's spirit cannot volunteer information and need not provide accurate answers. However, most spirits are quite eager to aid someone in avenging their murder—asking questions about the spirit's death generally provides a wealth of information. Of course, this doesn't help much if the spirit did not see its attacker. Also, a magician who does nothing to help quiet the ghost may find themselves haunted (represented by levels of Bad Luck or other not-so-pleasant stuff). The spell lasts one minute per Success Level.

ASPECT ANALYSIS: Ritual (several minutes) (+0), noticeable scope (one being) (+1), medium duration (+0), somewhat restricted use (once a month) (-2), severe effect (+2).

AESCULUS'S DIVINE FAVOR

SOURCE: New

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: A bunch of healing herbs like echinacea or goldenseal and a half-hour ritual. The ritual produces a poultice or potion that the caster must rub on the patient or get them to drink.

EFFECT: This spell allows a patient to heal any injury ten times faster than normal. It even works on most diseases—the patient recovers from a ten-day head cold in one day. Care must be taken with health problems that do not normally get better over time. A broken arm heals faster; cancer, AIDS, or even bacterial infections will simply get worse faster. The spell also doesn't do anything for arthritis, allergies, or the like, since these problems are chronic. The moral of the story is that magic is pretty fly, but it ain't all that.

ASPECT ANALYSIS: Ritual (half an hour) (+0), noticeable scope (one being) (+1), creates magical item (+1), instant duration (+0), severe effect (+2).



TYR'S WARDING HAND

SOURCE: New

QUICK CAST: Yes

POWER LEVEL: 4

REQUIREMENTS: A raised hand and a short invocation to Tyr for Witches. Add a five-minute ritual for others.

EFFECT: The caster holds up her hand in front of her to ward off damage. Bullets and magical effects automatically miss the caster and anyone standing behind her. Fists, swords, and other implements of destruction bounce off empty air. The spell only keeps working as long as the caster keeps her arm up. Worse, the spell only protects the front of the caster. If she is trapped between a vampire and a mucus demon, either fangs or slime are getting through.

ASPECT ANALYSIS: Ritual (five minutes) (+0), can be Quick Cast (+1), noticeable scope (one being) (+1), difficult use (arm forward; only front protection) (-1), major effect (+3).

CIRCLE OF BINDING

SOURCE: New

QUICK CAST: No

POWER LEVEL: 6

REQUIREMENTS: The caster must draw a large and complex circle on the floor. If any portion of the circle is broken or smudged, the spell fails. This drawing takes twenty minutes and can be no more than thirteen feet in diameter.

EFFECT: This circle cannot be crossed by any ghost or demon whose Willpower is less than twice the Success Levels of the casting roll. While drawing a complex circle around a dangerous creature is rarely easy, it is possible to draw all parts of the circle except for one tiny final line, entice the nasty inside, and then complete it, trapping the demon inside. This usually requires that the circle be hidden under a rug or drop cloth, since few creatures freely walk into uncompleted circles. The target cannot leave the circle as long as it is intact, and is magically prevented from affecting it in any way. Magicians, ordinary mortals, and even vampires are unaffected by the circle, and can mar it with nothing more than a penknife, some paint remover, or even the scuff of a shoe. Trapped creatures use all their wiles to either trick or bribe a human into breaking it deliberately. Circles of binding can also be used as places of refuge from demons. Some Watchers maintain almost completed circles in their libraries or homes in case their Slayers ever face a threat that they cannot handle. Unfortunately, monsters can use weapons like guns or bows to simply shoot the people inside. Good thing few demons use guns.

ASPECT ANALYSIS: Ritual (twenty minutes) (+0), minor scope (small area) (+0), only affects spirits or demons (-1), permanent duration (+3), unusual requirements (circle cannot be broken) (-1), awesome effect (+5).

OPEN GATEWAY

SOURCE: New

QUICK CAST: No

POWER LEVEL: 6

REQUIREMENTS: An hour-long ritual performed by three magicians starting at noon. The casters must have a map and a drawing (or photo) of the destination, and some item associated with that location.

EFFECT: This ritual opens a round gateway to another location on Earth. The portal remains open only a short time, but it allows up to two-dozen people or a dozen riders through. Due to the powerful energies involved, electronics and delicate machined tools do not survive transport intact. Modern vehicles or firearms are instantly transformed into useless pieces of junk. Thus, horses and melee weapons are the preferred accoutrements of gateway travelers. This spell always opens a portal to the location in the photo. If the photo, map, and item do not match up properly for some reason, the spell automatically fails and side effects are generated.

ASPECT ANALYSIS: Multiple casters (-2), lengthy ritual (one hour) (-1), major scope (over ten people) (+1), awesome scope (the world) (+6), medium duration (+0), unusual ingredients (-1), awesome effect (+3).

STEAL STRENGTH

SOURCE: New

QUICK CAST: Yes

POWER LEVEL: 6

REQUIREMENTS: The caster must touch two people (one of which may be herself) and incant for five minutes.

EFFECT: The caster can temporarily steal someone's strength and either take it for herself, or give it to someone else. Successfully casting this spell reduces the target's Strength and increases the recipient's Strength by one point per Success Level. The duration of this transfer is one hour per Success Level; Strength levels are restored in full once the spell dissipates. The spell can only be used to transfer Strength from a stronger person. It can't take strength from an average person and give it to the Slayer. Also, it can't reduce a target below a Strength 1.

ASPECT ANALYSIS: Ritual (five minutes) (+0), can be Quick Cast (+1), severe scope (two beings) (+2), long duration (+1), severe effect (+2).



SUMMONING

Sweet: I don't make the rules. She summoned me.

Dawn: I so did not. He keeps saying that.

—6.7 *Once More, With Feeling*

Summoning is a special category of magic. With very few exceptions, almost no summoning magics can be quick cast—calling gnarly creatures from the spirit world or one of the hundreds of demon dimensions takes time, especially if the caster wants to do it safely. If the caster's roll succeeds, but fails to achieve the spell's Power Level, something is always summoned. Often, it doesn't arrive immediately, so it can be doubly surprising when it finally shows up (see Summoning Spells Side Effect Table, p. 59). For the most part though, succeeding in a summoning spell is not overly difficult. Demons and spirits make their summoning spells particularly easy because that promotes mortal world tourism (a favorite demon vacation spot). They love to have a chance to cause trouble, break things, and maybe engage in an evisceration or two.

Summoning spells are also devised to be easy to perform accidentally. Most summoning spells require not much more than the creature's special symbol. There are far too many old, interesting-looking books (and more modern books copied from them) that contain these symbols. If someone draws a summoning symbol accidentally, she is halfway to completing the spell. The final component can easily be as simple as reading the caption of the old drawing out loud or spilling a single drop of blood. Most of the truly lame amateur magicians are summoners—it's just that easy and it impresses the locals (in the run-screaming kind of way). The real trick is learning how to survive the experience.

When someone intentionally summons a creature, she generally hopes to use it to perform some fairly difficult and nasty task. Otherwise, the caster would simply ask a good friend and not something with five horns, alligator scales, and bad breath. The problem is that almost no summoning spells are also binding spells, forcing the creature to do the caster's will. Demons and spirits hate those sorts of spells and do their best to kill anyone who uses them. In addition, binding spells are much tougher to cast.

Summoners with sense have prepared a binding circle (see p. 83). This precaution keeps the creature from eating the summoner and heading out on the town. Even assuming that's successful, the caster must make a deal with the being. Sometimes this is easy—asking a demon

to kill someone in particular doesn't take much convincing. Keeping that demon from killing or maiming one or two other people along the way is a bit more difficult. If the caster wants the critter to rob a bank for her, kill someone tough like a vampire or a Witch, or do anything else fairly complicated, she needs to find something that likes to do what she wants—or she needs to do some fast talking.

Even creatures who like doing what the caster desires may want a token payment, like the caster's left eye or something equally icky. Avoiding this is going to take an offer of something equally desirable to the demon or spirit. Often, a magical item with a Power Level equal to that of the summoning spell is acceptable. Not that those things grow on trees, but it's better than one of the caster's body parts. Whether the creature takes the treasure and backs out of the deal is another story. Absent self-sacrifice or objects, demon or spirit bargains tend to get ugly fast. Elaborate human sacrifices, the head of a Slayer, and the heart of a virgin are only the beginning of the nastiness. The caster can walk this dark road but there will be repercussions (see p. 55). Anyone who doesn't want to become some sort of black magician had best leave demon summoning to someone else.

Threats could also work. Hellgods or even kick-butt Witches can often simply tell the creature that if it doesn't do what she wants, she will stomp it into a pile of broken horns and green goo. On the other hand, if the caster has the juice to back up that threat, why summon the creature in the first place?

Magicians can summon almost any demon or spirit imaginable. Most summoning spells are Power Level 3; powerful unique demons like Machida require level four spells; real nasties can bring the Power Level to five. Casting a summoning spell takes between ten minutes and a half an hour.

SUMMON MARK OF EYGHON

SOURCE: 2.8 The Dark Age

QUICK CAST: No

POWER LEVEL: 2

REQUIREMENTS: The target must be tattooed with the Mark of Eyghon and must be asleep, unconscious, or in a drugged stupor. The caster performs a complex invocation while assisted by at least two other magicians. Eyghon arrives by possessing the target (see *Monster Smackdown*, p. 95).

EFFECT: Eyghon's possession causes a euphoric feeling in the target. This possession normally lasts for only Success Level hours. If the spellcasting roll result is over

nine but fails to gain the proper Success Levels, the possession is permanent. In that case, the only way to depossess the target in that case is to entice Eyghon into another dead or sleeping target, or to slowly kill the target and hope that Eyghon departs before she is dead.

ASPECT ANALYSIS: Multiple casters (-2), ritual (half an hour) (+0), noticeable scope (one being) (+1), major effect (+3).

SUMMON HELL HOUNDS

SOURCE: 3.20 Prom

QUICK CAST: No

POWER LEVEL: 3

REQUIREMENTS: Draw the hellhound-summoning symbol in blood and have at least one fairly fresh brain ready for it. Omitting this last detail causes the hellhound to attempt to eat the summoner's brain. This ritual can only be performed at night.

EFFECT: This ritual summons a single hellhound (see *Monster Smackdown*, p. 43) but it may be repeated as needed. Once summoned, the hellhound spends five or ten minutes devouring the brain and ignoring everything else. During that time, the summoner can either cast some control spell on the creature or he can simply place the brain in a large cage and close the door before the hellhound finishes. Hellhounds are easy to train as long as they are well fed.

ASPECT ANALYSIS: Ritual (several minutes) (+0), noticeable scope (one being) (+1), severe effect (+2).

ENCHANTED AND SUPERSCIENCE ITEMS

Joyce: Bring me back a . . . I don't know, a flying broomstick, or something.

Dawn: Those never really work.

Joyce: Whatever.

—5.5 *No Place Like Home*

BLESSED SWORD

SOURCE: 2.21 Becoming - Part One

POWER LEVEL: 2

APPEARANCE: Blessed swords are almost all well-made ancient blades that mystically repel rust and corrosion.

REQUIREMENTS: A blessed sword only provides bonuses to someone who is pure of heart and is either fighting evil or protecting innocents.

EFFECT: Blessed swords do Strength times (5 + Success

Levels) Slash/stab damage to all soulless beings and to humans who are truly evil. They also add a +1 bonus to the user's Getting Medieval Skill. Blessed blades are fairly rare, not because they are difficult to create, but because they can only be made by enchanters who are pure of heart and filled with a devotion to the cause of smiting evil. Using a blessed blade against an innocent in the service of evil causes it to break and lose all of its magic.

GLOVE OF MYHNEGON

SOURCE: 3.7 Superstar

POWER LEVEL: 6

APPEARANCE: This potent item is an ancient-looking glove made of leather, chain mail, and plate mail. The glove is covered in small spikes and there are ten very sharp, hinged claws arranged around the opening for the arm.

REQUIREMENTS: The user must place her arm in the glove. Claws around the base of the glove pierce the flesh and bond the glove to the wearer. To use the glove, the wearer need only aim her arm at the target and shout "Tauo Freim" (be free).

EFFECT: The glove is a most potent offensive enchanted item. The wearer gains a +1 bonus to both Strength and Constitution (with an increase in Life Points). But the lightning bolts are the real kicker. Firing requires a Dexterity and Getting Medieval roll or Combat Score, and the range is 100 yards. A successful hit inflicts five times Willpower points of Fire damage per Success Level. Once put on, the glove cannot be removed while the wearer is still alive.

GEM OF AMARA

SOURCE: 4.3 The Harsh Light of Day

POWER LEVEL: 7

APPEARANCE: A large green stone set in a copper ring.

REQUIREMENTS: Functions if worn by a vampire.

EFFECT: This ring is the most prized and coveted item known to vampires. It grants them immunity to all harm—sunlight, fire, and crosses are ineffective; all wounds heal at a rate of ten Life Points per Turn. Taking the ring off the vamp's finger or hacking off her arm are good attack strategies. A directed attack on the arm imposes a -3 penalty. If the attack causes a third of the vampire's Life Points or more, the arm is severed. If the vampire can grab the ring and put it on its other hand, or retrieve its severed hand and stick it back on its wrist, the ring protects again. Of course, once word of the ring's presence gets out, pretty much every vampire in the area will be angling to get their mitts on it.



FERULA-GEMINA

SOURCE: 5.3 The Replacement

POWER LEVEL: 7

APPEARANCE: The Ferula-Gemina is a long, narrow staff of dark wood.

REQUIREMENTS: The wielder points the rod at a target within ten yards and wills it to fire.

EFFECT: The rod attack is fired using a Dexterity and Gun Fu - 4 roll or the Combat Score - 4. A hit with the Ferula-Gemina has two effects. First it does five Life Points of damage and throws the target off her feet. Five minutes later, it causes the target to split into two parts. The first version remains where the individual currently is; the other version manifests where the bolt was fired. One version has all of the individual's innate Drawbacks and none of her Qualities. The other possesses all of her innate Qualities and none of her Drawbacks. Only Qualities and Drawbacks that are an intrinsic part of the individual's body, mind, or spirit are split. Slayer, Luck, Werewolf, Vampire, Sorcery, Talentless, Reckless, or Misfit are divvied up; Occult Library, Secret, or Enemies are not. Additionally, the copy that receives the Qualities gains a temporary Good Luck 3 Quality (in addition to any Luck already possessed). The "bad" copy gains a temporary Bad Luck 3 Drawback (in addition to any other Bad Luck already held). Removing Qualities or Drawbacks can affect each version's Attributes and skills, but otherwise both versions are identical in abilities, skills, and memories. Despite their differences, the two copies remain permanently linked. If either one is killed, both die. A base Power Level 4 (noticeable scope/major effect) spell is necessary to restore anyone who has been affected by this device. Alternately, the Ferula-Gemina can be used to restore someone affected by it.



DAGON SPHERE

SOURCE: 5.5 No Place Like Home

POWER LEVEL: 6

APPEARANCE: A faintly glowing, crystal-like orb the size of a softball.

REQUIREMENTS: This item must actually touch a demon or a hellgod to harm it.

EFFECT: When the Dagon Sphere touches any hellgod, True Demon, or other unique being of vast power, it reduces the creature's Strength, Dexterity, and Constitution by three points each (with a corresponding reduction in Life Points) for the next hour. Multiple touches are not cumulative. No one knows where these spheres come from. It may be that the earthly Dagon Sphere is merely one of many, with at least one sphere in each plane of existence, each serving to balance the danger posed by hellgods and similarly power beings. If so, when a Dagon Sphere on any given plane of existence is destroyed or removed, another sphere should spontaneously come into existence within a few weeks.

OMEGA PULSE TIME STOP DEVICE

SOURCE: 6.5 Life Serial

POWER LEVEL: 5

APPEARANCE: This tiny device is only a few millimeters across. To work, it must receive special broadcasts from a large base station (requiring a large van or fixed location), which can be no more than 200 yards away. When operating, the emitter gives out a high-pitched whine.

REQUIREMENTS: Extremely advanced microelectronics and a base station full of rare circuits.

EFFECT: The emitter slows whomever it is placed upon. Time flows 100 times slower than for everyone else—a minute seems like less than a second and an hour seems like only a little over a minute. The only limit on this device is that the emitter must be placed on the skin or clothing of the target. If the target removes the emitter or if the emitter is destroyed, time slowing immediately stops.

MAGIC BONE

SOURCE: 6.5 Life Serial

POWER LEVEL: 4

APPEARANCE: These items look like large limb bones, often of a cow, deer, or a person.

REQUIREMENTS: The means of creating magic bones are very obscure. For the most part, they must be bought or stolen, either from demons or other magicians.

EFFECT: A magic bone grants the holder +5 to all magic rolls.

FREEZE RAY

SOURCE: 6.9 Smashed

POWER LEVEL: 3

APPEARANCE: This short, high-tech rifle looks like it belongs in a science fiction movie.

REQUIREMENTS: This item requires a large amount of complex electronics and a number of unstable chemicals. The weapon must be refilled with expensive chemicals after every three uses.

EFFECT: When fired, the weapon shoots a stream of icy cold liquid at targets up to three yards away. The user must make a Dexterity and Gun Fu roll to hit the target. Every Success Level on this roll reduces the target's Dexterity Attribute by one. If the target's Dexterity is reduced to one or lower, the target is frozen solid. Frozen targets are still alive and fully recover if thawed out under medical supervision. If left to thaw normally, they suffer fifteen Life Points of damage. Frozen targets who are struck hard can shatter, causing instant death. Targets who simply lose Dexterity recover within an hour (half an hour if they are kept warm and treated as if they have frostbite). This weapon works most effectively on humans and animals. When used on vampires or other demons, two Success Levels are needed to remove one point of the target's Dexterity.

INVISIBILITY RAY

SOURCE: 6.11 Gone

POWER LEVEL: 6

APPEARANCE: Another science fiction movie rifle.

REQUIREMENTS: A single, large flawless diamond and a bundle of complex electronics.

EFFECT: This item turns people and inanimate objects invisible (see p. 90). The range is ten yards, and objects as large as a compact car are affected. The ray also renders targets highly unstable. Inanimate objects turn to dust within eight hours and living targets suffer five Life Points of damage every hour. These harmful effects are nullified if the ray is used to turn someone visible again. An invisibility ray can also be set to greatly enhance the target's instability. In this mode, it causes thirty Life Points to a target with every shot.

CEREBRAL DAMPENER

SOURCE: 6.13 Dead Things

POWER LEVEL: 5

APPEARANCE: A silver ball the size of a golf ball.

REQUIREMENTS: The musk gland of a homja-maleev demon, an incantation, and various magical chemicals. The item needs to be recharged with more mystic powder after every use.

EFFECT: This item can turn anyone into the user's utterly devoted slave. The user need only hold the device within a foot of the target and softly command it to work. It emits a brief flash of red and yellow sparkles, and anyone who is looking directly at it (and is not wearing specially tinted red sunglasses) becomes the user's slave. Unfortunately, if the user also looks at the dampener when it is activated, the target simply stands dumbly until the effect wears off. Regardless of who is affected, the effect wears off in an hour or two, and while the target does not remember what happened under its influence, the effect does wear off without warning. Like many spells and items used to control the will of another, using this enchanted device is an explicitly evil act.

FLYING BOMB

SOURCE: 6.19 Seeing Red

POWER LEVEL: 2

APPEARANCE: A fist-sized box that extends a pair of small but powerful wings.

REQUIREMENTS: Military grade explosives and powerful batteries. This item only works once—it is designed to find a target and explode.

EFFECT: The flying bomb can be verbally instructed to attack any target within 100 yards. It immediately flies to its target and explodes, doing 40 points of damage to everyone within three yards.

BLUE CAPTURE GOO

SOURCE: 6.19 Seeing Red

POWER LEVEL: 3

APPEARANCE: A tennis ball-sized lump of blue goo.

REQUIREMENTS: A variety of rare and expensive chemicals that have been infused with powerful magic.

EFFECT: The user throws this item at the target using a Dexterity and Getting Medieval - 1 roll or her Combat Score - 1. If the user hits, the goo expands over the target, preventing her from speaking or moving. The target can free herself by gaining six or more Success Levels on a Strength (doubled) roll. If the target is a Witch, she can also free herself with five or more Success Levels on a casting roll. Otherwise, the target is held immobile until the caster recalls the goo. As long as it has not been destroyed, the goo can be used repeatedly.





5 Beyond Magic

Warren: Well, between the three of us, we can pretty much do anything.

Jonathan: Like, you want a spell to make you look super-cool to the other demons? I'm all over that action, my friend.

Warren: Or, just throwing it out there, robot girlfriend. Huh? For those long, lonely nights after a hard day's slaughter?

M'Fashnik Demon (interested): You can do this?

Andrew: Don't trust him. Robo-pimp daddy's all mouth.

Warren: Shut up, Andrew! You're just mad I wouldn't build you Christina Ricci.

—6.4 *Flooded*



It ain't the only game in town.

Magic, that is. There are a number of supernatural powers that Cast Members, Supporting Cast, and Adversaries may know. None of them are actual magic and most actual magicians don't know them. Psychics and others who possess these powers can be powerful allies and dangerous foes in their own right though. Better yet, you could have Cast Members who read minds or are invisible or who invisibly read minds. Just the sort of twist that your Series needs, right?

The majority of the psychic stuff is covered in **Chapter Two: The Magical You**. We just give you some quick suggestions and rules here. Most of the chapter is devoted to enchanted and superscience items.

This chapter is written for you Director types, but there's no reason some or all of it can't be shared with players who aren't psychic or superscience types, but play them on TV. Strictly on a need-to-know basis, of course.





PSYCHIC POWERS

Buffy: Is this the thing? The aspect thing? 'Cause I gotta say, if it is, it is WAY better than a tail. . . I mean, I have a hard enough time as it is finding jeans that fit right.

Giles: Buffy, slow down . . . um, I'm not even convinced this is genuine mind reading. You're most likely projecting your . . .

Buffy: When I walked in a few minutes ago, you thought, "look at her shoes, if a fashion magazine told her to, she'd wear cats strapped to her feet."

Giles: I, um . . .

—3.18 *Farshot*

For millennia there have been humans gifted with special powers that do not require spells or special training. Although their powers are far less versatile than those of a Witch or Warlock, they are still pretty fly. Like Witches and Warlocks, psychics are born and not made. Some discover their powers at a very young age, but most start learning to do weird stuff in high school or junior high. Psychic powers range from telekinesis to telepathy to second sight to empathy and much more. Specific psychic Qualities were presented in **Chapter Two: The Magical You**.

PSYCHICS IN SOCIETY

The average person knows no more about psychics than they do about magic. Both are firmly relegated to the realm of movies, novels, and supermarket tabloids (that also talk about UFO aliens and lizard boys).

On the other hand, while magicians are often fairly organized and take pains to keep themselves hidden, most psychics have no clue that their powers are not unique. This is largely because becoming a magician involves learning spells—spells someone else wrote. Even the most powerful Witch can only do so much without at least one old, dusty book. In fact, some Witches and Warlocks never discover their powers because they never find a real spell book. Those who do learn to use their magic have the chance to read all about spells and magic.

Psychics are a different kettle of fish. They need never encounter anyone else with similar sorts of powers. One potential place that psychics is in government service.

Magic is simply too weird for most government scientists to believe in (outside some psycho scientists in charge of secret government projects . . .). Still, parapsychologists have been researching psychic powers for

more than fifty years. The only reason that the psychics they found haven't been on TV and in the newspapers is that almost every government classified everything about successful psychic research as soon as they found out it was real. The idea that psychics could pull secrets out of other people's heads, or move objects with a thought both fascinated and terrified spies and intelligence agents the world over. The CIA, the NSA, and agencies so secret that they can't be mentioned here have all been recruiting psychics since the 1970s. Problem is these folks tend not to make good Cast Members—the government keeps them on a really short leash.

canon alert

We know from 1.11 *Out of Sight, Out of Mind* that the government actively recruits invisible teenagers. We also know from later seasons that our leaders (at least some of them) keep track of all manner of unusual supernatural events through groups like the Initiative and its successor(s). We know from historical documents that the U.S. and other governments actively investigated the potential of psychic powers in espionage. Thus, it seems reasonable that that the government would look for and recruit all manner of psychics in the Buffyverse. We're taking this tack here . . . and in the upcoming *Military Monster Squad: The Initiative Sourcebook* (plug, plug).

The government prefers to recruit young psychics, as they tend to be the easiest to train. Anyone who goes around showing off their powers may end up having men in dark suits knocking at their door one afternoon. If a character tells the spooks to go away, they watch her from one of those nondescript vans you can spot a mile away. If she shows any further evidence that she really has psychic powers, the government will try to recruit her again . . . this time with darts of psychotropic drugs or hankies of chloroform. Telling her parents that their child needs special medical or psychological help, or playing to the parents' patriotism, or just flat out offering money are just the beginning of the lengths the government will go to get ahold of a psychic. Sometimes they simply kidnap powerful psychics.

A few shadowy figures and "official" visits should give your psychic players plenty of incentive to keep their power use super discrete.



INVISIBILITY

Giles: There's an invisible girl terrorizing the school.

Angel: That's not really my area of expertise.

Giles: Nor mine, I'm afraid. Uh, it's fascinating, though. By all accounts it's a, a . . . a wonderful power to possess.

Angel: Oh, I don't know. Looking in the mirror everyday and seeing nothing there. It's an overrated pleasure.

—1.11 *Out of Mind, Out of Sight*

Being invisible is pretty cool for some stuff, and a real bear for the rest (see p. 30). Here we run down some special features and rules for this ability.

COMBAT

Invisible characters are ridiculously hard to hit with ranged weapons. Shooting such a character without knowing exactly where she is requires a special roll. If the result is 10, roll again. If the second roll result is a 9 or a 10, the shot hit the invisible character by sheer chance. A Heroic Feat Drama Point adds +5 to both rolls; if the total is 10 or higher, treat it as if the die roll had been a 10.

As similar rule applies for melee attacks against invisible targets who seek to avoid combat. An attacker who sticks relatively close though (maybe because the invisible gal wants to fight) may concentrate for a Turn and make a Perception (not doubled) roll, or Perception and Notice roll. Two or more Success Levels allow the combatant some clue about where the invisible person is. Attacks against the no-see-um are possible then, but suffer a -4 penalty. Once the attack is done, another Turn of concentration and a successful roll is necessary to strike again. Not great, but better than no chance at all.

For those who don't mind a bit more complexity, you could allow very good Perception rolls to modify the attack penalty. For each additional Success Level (over the two needed to get an idea where the invisible person is) reduce the to-hit melee penalty by one. Each additional two Success Levels decrease the to-hit ranged penalty by one. Thus, if a melee attacker's Perception result is a 15, she gains two additional Success Levels. The penalty to hit the invisible character becomes -2 instead of -4.

Defending against invisible attacks is usually impossible (defense total is zero). If the defender knows an invisible person is around, she can make a Perception roll (as above). Success grants a defense roll during the

next Turn at -4. Note that a character can concentrate on defending against or attacking an invisible character, not both.

The Perception roll can be dispensed with in a smoky, steamy, or other environment where the invisible person can be at least partially seen. Throwing a sheet over, pouring flower on, or otherwise marking an invisible character also eliminates the Perception roll, but is far from easy to do (such marking may only occur as part of an attack). Also, melee (not ranged) attacks against a partially visible no-see-um suffer only a -2 penalty.

ACCESSORIES

An invisible character's clothes are always invisible. Other small items, like knives, lock picks, pencils, or even something as large as a flute or a small handgun can become invisible if she keeps it with her for several hours. These items are only invisible while the person is touching them though. They become visible the instant she puts them down. Also, any item that the character eats, puts in her pocket, or tucks under her coat becomes invisible until it is removed.

ENCHANTING/SUPERSCIENCE

A number of demons and a few gifted humans have a knack for creating both permanent and temporary items of great power. Although a few spells result in minor magical creations like potions of witch detection and talismans of protection, such items are limited in both power and duration. Only skilled Enchanters or Superscientists can create powerful permanent items like the infamous Glove of Myhnegan.





ENCHANTMENT

Wilkins (on video tape): Go ahead! Open it! Surprise! See, you don't get these in any gum-ball machine. When you've been around as long as I have you make friends. And some of them forge neat little gizmos like the one you're holding right now. (Faith holds up the shiny gadget.) And here's the good news—just because it's over for my Faith, doesn't mean she can't go out with a bang.

—4.15 *This Year's Girl*

Just like spells, all mystical items have a Power Level. These items also require certain ingredients—the more powerful the item, the more exotic the ingredients needed to create it. While the hand of a murderer, vampire dust, or wolfsbane might suffice for low-powered objects, the big whammies require a small amount of 2,000-year-old wine, the horn of a demon, the egg of a dragon, or the like. Also, Enchanters can only create items with Power Levels equal to or less than their Enchanter Quality level. For example, a third-level Enchanter could freely create items of Power Level 2 or 3, but no higher.

SUPERSCIENCE

Warren: Dude, that is so cool!

Andrew: The freeze ray totally worked.

Jonathan (arm encased in ice): Yeah, uh, not exactly.

Warren: So there's a kink or two. It's just a prototype. I mean, soon we'll have—

Jonathan: Hey, that's really neat and stuff, but in the meantime, you know . . . ow!

Warren: Be a bigger wuss.

Jonathan: Can we just go back to the lair? Because . . . I can't . . . really feel my fingers.

—6.9 *Smashed*

A few practitioners create devices that seem to be advanced technology, but are really just unusual enchanted devices. Like other magic items, their operation defies accepted scientific principles and they cannot be duplicated by anyone other than another Superscientist. Putting together the same parts in the same manner produces a nifty looking, but totally useless, object.

Superscience inventors have managed feats ranging from animating the dead and building sentient robots to creating invisibility belts and freeze rays. Like magical enchanting, superscience creations also require rare ingredients, but these are often more scientific, like huge

diamonds, skin from the Loch Ness monster or other cryptozoological creatures, pieces of rare meteorites, or even solidified magnetism. Superscientists discuss their creations in scientific or pseudo-scientific terms—they don't talk about the laws of magic or mystical energies, they pontificate on energy fields, capacitors, circuits, quantum instability, and photonic resonance. Like ordinary Enchanters, Superscientists can only create items whose Power Level is no greater than the number of Superscience Quality levels they possess.

Superscientists may be employed by a few top-secret government agencies. If so, we're guessing that everyone involved, including the Superscientists, have no idea of the mystical roots of the devices they make. They just view the items as incredibly complex, buildable only by highly skilled and exceedingly brilliant technicians.

LOCATION

Par for the course with the supernatural, Enchanters and Superscientists work best in locations of great magical power, like hellmouths. Naturally, such characters are drawn to these areas. That means anyone living there is far more likely to run into items of unnatural power than people living elsewhere. If forced to create an mystical item away from such a location, the magician suffers a two level decrease in her Enchanter or Superscientist Quality. If this reduces her level below two, she cannot create any sort of mystical object.

ASSEMBLAGES

Enchanting items is a long and complex process that takes a minimum of several weeks. In a pinch though, an Enchanter can use relatively common items to create effects identical to those produced by ordinary ritual magic. With access to a spell book, crystals, incense, some herbs, and perhaps one or two newt eyes, Enchanters can concoct an assemblage—an item that may be used to duplicate the effects of any sort of magic spell once. The magic effect is "cast" as normal—the Enchanter must gain Success Levels in a Willpower and Occultism roll greater than the spell's Power Level. Each Enchanter Quality level grants the character a +1 bonus to all Occultism rolls when making assemblages.

Unlike Witches and Warlocks, or even magicians without Sorcery, no spell effect may be created quickly. The minimum time necessary for an Enchanter to make an assemblage is twenty minutes plus the regular casting time. Assemblages are "cast" when they are completed; if the spell creates a stored effect with a timed or trigger aspect, it is strictly a one-shot deal.



Also, without a well-supplied ritual space, even the most skilled Enchanter is helpless. To people who don't know much about magic, assemblage creation looks like any other type of magician casting a spell.

canon alert

The *BtVS* TV show doesn't expressly discuss the difference between assemblages and more permanent enchanted or superscience items. Still, the Cast clearly uses items that are whipped together rapidly for a single use and then never seen again. For purposes of the *BtVS* RPG rules, we call this type of creation an assemblage and deal with their creation a bit differently.

Superscientists can also rapidly cobble together assemblages by using circuits and other technological paraphernalia. These devices work just like enchanted assemblages and use the same rules. The only difference is that Superscientists use Intelligence and Science, with a bonus for each level of the Superscientist Quality. While each assemblage can only be used once, a skilled Superscientist can easily whip up a device that can zap an intruder or hide her from her enemies for a short while. Superscientists need a lab and a good supply of equipment to create any of these assemblages—without a lab a Superscientist is pretty darn helpless.

CREATING ENCHANTED OR SUPERSCIENCE ITEMS

Willow: The sad part is the real Ted must've been a genius. There were design features in that robot that pre-date . . .

Buffy: Willow, tell me you didn't keep any parts.

Willow: Not any big ones.

Buffy: Oh, Will, you're supposed to use your powers for good!

Willow: I just wanna learn stuff.

Cordelia: Like how to build your own serial killer?

—2.11 *Ted*

While assemblages can be created on the fly and generally only require a well stocked magic shop or lab, producing an enduring enchanted or superscience item is a far more difficult and time consuming venture. Still, when done properly, the results are extremely impressive.

THE PROCESS

Before starting on any enchanted or superscience item, you and the player must first work out the Power Level of the proposed item. The list on the next page provides some guidance on Power Level (the Spell Creation lists in **Chapter Three: The Art of the Arts** may be consulted as well, see p. 60). Essentially, an enchanted or superscience item is one Power Level higher than a comparable spell effect given its on-going “triggerable” aspect. If the item's Power Level is greater than the character's Enchanter or Superscientist level, negative modifiers must be added (see p. 94) or its creation is impossible for that crafter.

The next step, as usual with magic, is research. An Enchanter reviews numerous dusty compendia for theories or examples of the item she wants to create. She must succeed at an Intelligence and Occultism roll. Of course, the more potent the device, the more wide-ranging the research. The Enchanter needs a number of Success Levels equal to the Power Level of the proposed creation. Superscience is a bit different in that it doesn't require mystical tomes. Instead, the Superscientist reviews old science textbooks and Internet articles. Also, the research roll tests Intelligence and Science; again, it requires a number of Success Levels equal to the Power Level of the device desired. In either case, don't be afraid to require a few more Success Levels if the object is particularly unusual or odd. As usual with research, how long it takes is basically your call.

An Enchanter or Superscientist must then work on the item for two weeks per Power Level. Creating a level two item requires one month of work, while a level six device takes three months.

In addition, the maker must acquire a special ingredient with a Power Level equal to or greater than that of the device (see p. 92). Adding additional special ingredients can reduce the time necessary to create the item (see p. 95).

Finally, the character must spend a number of experience points equal to twice the Power Level of the item being created. Essentially, the deviser is putting a bit of herself into the item. Found or stolen mystical items need not be purchased with experience points because you (not the player) get to decide the exact features of the object.

After the time and experience are spent, and the special ingredients used, the character makes a Willpower and Occultism and Enchanter (or Intelligence and Science and Superscientist) roll. If the Success Levels in the creation roll are equal to or above the item's Power Level, everything works out okay. If the roll is over nine, but insuffi-



cient Success Levels are obtained, it's side-effect city. If the roll is under nine, the big nothing happens (but the time, experience, and ingredients are still used up).

Side effects from less than totally successful item creation attempts are quirky things. The crafter knows something went wrong (hard to avoid that unless you perform the creation roll in secret), but not exactly what. For all intents and purposes, the item appears to be come out just as planned. Still, the Mystical Item Creation Side Effect Table must be consulted each time the item is used to determine the exact effect produced. Roll D10 and add the item's Power Level. It shouldn't take long for the creator to realize that using the newly devised item brings a certain uncertainty to life.

POWER LEVEL

The paragraphs here give some suggestions for how to assign Power Levels to mystical items.

LEVEL 1: None—Cast Members with only one level in Enchanter or Superscientist can only create assemblages to duplicate spells effects.

LEVEL 2: Improved versions of a standard item, like a blessed sword that does extra damage to demons or a pistol that has a rifle's range and damage. Items that do a number of points of damage equal to Willpower per Success Level of the creation roll, or do additional points

of damage equal to Strength per Success Level (for swords, guns, or other implements that already do damage); that make minor to moderate changes in someone's appearance (change a Cast Member's face to make them look completely unrecognizable); that affect a target's emotions (make someone angry or sad).

LEVEL 3: Items that raise a mindless zombie; that are robotic and closely mimic intelligence (but aren't really a full person); that do twice Willpower per Success Level in damage, or add twice Strength per Success Level points of additional damage; that add or subtract one point to any single Attribute; that sense specific magical energies, including items that can detect residues of magic, dimensional weak points, the magical energy given off by the casting of powerful rituals (Power Level 5 or higher), or the supernatural energies found in enchanted items.

LEVEL 4: Items that significantly affect someone's behavior in a directed fashion (cause the target to love or feel loyalty toward someone); that do three times Willpower per Success Level damage, or add three times Strength per Success Level points of additional damage; that make someone look exactly like a specific other person; that add or subtract two to any single Attribute, or one to two Attributes; that activate latent sites of power, including opening a dimensional or teleportational gate at a single specific dimensional weak point.

mystical item creation side effect table

roll total result

4 or less	Phew! Lucked out—the item works as planned.
5-7	The effect is delayed. It appears the item failed, but it takes effect normally at the same location but at a time of your choosing (ideally, a dramatically appropriate time).
8-10	The item appears to work as planned but no immediate effect is apparent. That's because the effect appears somewhere else, like at the character's homeroom period, the girl's locker room, or the downtown coffee shop. The item need not be anywhere nearby for the dislocated effect to take place.
11-13	The item effect is something other than what was planned (you decide). The effect is roughly the same power level (consult the Power Level list suggestions).
14-15	The item glows, sparks, or fizzles but no other effect is apparent. The effect is actually different and more powerful than the one the crafter planned. This increase in power causes a delay in the effect though. It appears a short while later at some location near where the item was used. The caster may not know until much later that anything happened at all.
16+	The item glows, sparks or fizzles but no other effect is apparent. In truth, it has sent a special invitation (in the form of an embossed letter, magical beeper pulse, or just high-pitched, hard-to-ignore whining) to some major league nasty (in our or some other dimension) to come visit. The creature knows the exact location of the item and will come calling at a time of your choosing (time does flow differently in different dimension, y'know). How the monster reacts to the item and the user is up to your plot needs and devious imagination.



LEVEL 5: Items that reanimate a person as a zombie that retains the original person's memories and personality; that cause someone to fall deeply in love, become completely obsessed with someone, or deeply hate someone; that are robotic and as intelligent as a person; that turn someone or something invisible; that do four times Willpower per Success Level damage, or add four times Strength per Success Level points of additional damage; that make someone look, act, and sound exactly like a specific other person.

LEVEL 6: This is the minimum Power Level for items that can strengthen or weaken hellgods or other vastly powerful beings. Items that cause five times Willpower per Success Level damage, or add five times Strength per Success Level points of additional damage; that add or subtract four to any single Attribute or two to two Attributes; that create powerful and obvious physical effects like opening dimensional gates to anywhere or splitting someone into two people.

LEVEL 7: The ultimate—powerful items that can affect hundreds (or more) people at once, or could potentially end the world. Regardless of how many levels of Enchanter or Superscientist they possess, Cast Members cannot create Level Seven items. Also, these items cannot be reduced in power through Power Level modifiers.

SPECIAL INGREDIENTS

As stated, all enchanted and superscience items must use some form of special materials in their construction. The number or type of special materials depends upon the Power Level of the item. The list below provides some examples of various ingredients and their Power Levels.

LEVEL 2: ENCHANTED ITEMS—a piece of a common demon or supernatural creature: a pinch of vampire dust or a vampire fang, a fragment of zombie bone, a strip of werewolf hide. **SUPERSCIENCE ITEMS**—a circuit board that has been struck by powerful destructive magic, a piece from an unusual meteorite, a small amount of a rare or valuable chemical.

LEVEL 3: ENCHANTED ITEMS—a piece of a rare and extremely dangerous demon, a pinch of dust from a vampire that was over 500 years old, mud from the footsteps of a hellgod. **SUPERSCIENCE ITEMS**—a sample of metal that has been into space, a medium-sized flawless gemstone, a sample of a rare manmade chemical that cannot be bought on the open market.

LEVEL 4: ENCHANTED ITEMS—blood from a thousand-year-old vampire, a type of crystal found only in the skull of a dangerous demon. **SUPERSCIENCE ITEMS**—a perfect

quartz crystal that has been taken to another dimension and returned, a piece of moon rock.

LEVEL 5: ENCHANTED ITEMS—the tooth of True Demon, fresh blood from a human sacrifice to a specific demon, a sacred artifact that has been venerated for centuries. **SUPERSCIENCE ITEMS**—a huge, unique, perfect gemstone, the fresh brain (blech!) of a certified genius, top secret electronic components whose existence is known by only a select few.

LEVEL 6: ENCHANTED ITEMS—the blood or hair of a hellgod, a sacred and rare herb from a dangerous demon dimension. **SUPERSCIENCE ITEMS**—a rare and valuable gemstone only found in another dimension, a sample of a unique alloy recently created (purely by accident) in a secret government lab.

POWER LEVEL MODIFIERS

Warren: Get the Dampener!

Katrina: You were gonna share me with these two dorks?!

Andrew: Hey! We're supervillains! Call us "Master!"

Jonathan: Wait! (the dampener flares briefly)

Andrew: Aw, crap.

Jonathan: It's out of juice!

—6.13 *Dead Things*

Every item created by an Enchanter or a Superscientist is unique and special. To help reflect this fact, characters can tailor items for specific uses, increase their utility, or limit them so that creation is easier. The following modifications can increase or decrease the Power Level of an item.

SIZE: Standard items are assumed to be about the size of a briefcase or a rifle, or some other item that can be easily carried, but which cannot be hidden in a pocket or purse. Items that range in size from heavy steamer trunks to those that can only be moved with a fork lift subtract one from their Power Level. Items that range in size from a paperback book to a ring, or any other items that can be easily concealed in a coat pocket add one to their Power Level.

RANGE: Ordinary enchanted or superscience items only affect the person who wears or carries it. An item with a range of no more than ten yards or less adds one Power Level. An item that has a range of between ten yards and one mile adds two to its Power Level. Any item that has a range of more than one mile is automatically Power Level 7.

AREA OF EFFECT: Ordinary enchanted or superscience items can affect, create, or control a single target at once. Any item that can affect between two and ten targets at once adds one to its Power Level. Any item that affects, creates, or controls between up to 100 targets at once adds two to its Power Level. Those affecting more than 100 targets at once are automatically Power Level 7.

USES: Enchanted and superscience items can be used as often as desired. Limits on how frequently the item can be used (once an hour, once a day, etc.) only reduce the time necessary to create it. On the other hand, items that can only be used a limited number of times cost less. Having an item that can be used less than ten times reduces the Power Level by one. If the item can only be used once, it is an assemblage (or a spell) and not an enchanted or superscience item. As with the other modifiers, this modifier cannot be used to reduce Power Level 7 items.

DURATION: Damage effects are instantaneous and last until healed regardless of the level of the item. Otherwise, item effects generally last for one minute per Success Level in the creation roll. Those that last one hour per Success Level increase the Power Level by one; one day per Success Level raises it by two. Items that have longer or permanent durations are automatically Power Level 7.

ITEM CREATION TIMES

Enchanted and superscience items take a long time to make (two weeks per Power Level). Still, shortcuts can be taken that significantly reduce this time. Naturally, there's a price—more or more powerful special ingredients, or limited frequency of use.

Using twice the required number of special ingredients, or using special ingredients one or more Power Levels above the item's Power Level (e.g. using a Power Level 3 or 4 special ingredient to create a Power Level 2 item) halves creation time (round up to the nearest day). So too does limiting the frequency of item use to once an hour. So, a Power Level 4 item normally takes eight weeks to create. Making it work only once an hour decreases that to four weeks. These factors stack—using higher Power Level ingredients *and* reducing the frequency of use quarters the creation time.

Limiting the frequency of item use to once a day divides creation time by five (round up to the nearest day). A once-a-day Power Level 4 object would only take twelve days to make. This factor does not stack with other time modifiers.





MODIFYING ITEMS

If you don't have to build it from scratch, it's easier and less time-consuming to create enchanted or super-science items. This includes making minor or moderate modifications to an existing item, such as transforming a flaming sword into one that instead crackles with blue lightning, or transforming a brooch that makes observers hate the wearer into one that causes observers to love the wearer. In such cases, the character must make a creation roll, treating the item as one Power Level lower than usual. Also, the time spent is only half normal. Changing the entire purpose of an item (such as transforming an invisibility ray into a mind control ray) is not possible.

CONTROLLING ITEMS

A true mystical item can be used frequently with no more effort than dialing a cell phone or firing a cross-bow. Consider carefully the wisdom of having such enchanted or super-science items around in your Series. The more powerful the item, the greater the potential problems are.

We don't recommend that you allow Cast Members to regularly create items greater than Power Level 4.

Higher-level items can be created by Supporting Cast or Adversaries, and may occasionally be used by Cast Members. A character may even work up a single Power Level 5 or 6 item as part of the climax of a long-term conflict. Still, in general, items above Level 4 should be limited to dangerous creations that must be kept out of the hands of demons or evil magicians. Such an item should end up vanishing or being destroyed before the Episode is over (after the Cast Members have used it to save the day in several impressive scenes of course).

Always remember, the creation of enchanted or super-science items should be a rare and impressive event that happens relatively infrequently. Having an abundance of such items around takes away from the wonder and mystery of such creations.

Special ingredients are your primary tools for keeping the creation of enchanted and super-science items under control. It is up to you to determine exactly what special item or items are needed. Keep two things in mind when devising ingredients for new enchanted or super-science items.

First, the special ingredient must in some way relate to the purpose of the device being created. A piece of bone or clothing from a pure and good warrior who died battling evil would be perfect for creating a blessed sword, but would make little sense for an item that could render



someone invisible. Also, while there is some overlap between the enchanted and superscience ingredients, in general enchanted items require things like creature parts, special herbs, or perhaps the assistance of a demon or other being that possesses powerful, innate magic. Superscience items require ingredients like large high quality gems, special materials that can only be made in minute quantities in a few highly advanced labs, or exceedingly rare experimental chemicals or circuits that are only available to specialized groups.

Second, you must decide if you want the Enchanter or Superscientist to actually be able to create the item in question. This is a difficult and important question. Think about what the item would do to the types of plots you tend to run. If an item simply makes one Cast Member a lot stronger, tougher, or more powerful, all you need to do is to beef up the opposition somewhat. An enchanted radio that allowed the user to speak to recently dead corpses is an interesting item that could further many plots. However, it would also make murder mystery scenarios fairly unchallenging. A magical staff that allowed the user to banish all demons with a touch is a bit over the top, and would likely make any Series considerably less interesting for everyone involved.

Sometimes a comparable but not-so-powerful item can be substituted. An item that allows one or more Cast Members to become invisible at will undermines scenarios involving sneaking around and spying. If you frequently have situations where you must keep the Cast Members away from certain heavily guarded locations, an invisibility item could be a disaster. One solution would be to suggest an enchanted makeup kit instead—this would allow the user to disguise herself as someone else. The potential for mistaken identity or slip-ups (because the disguised character doesn't know everything about the person she is imitating) could add a great deal to your game. In any case, the key is to think about the type of Episodes you plan to run and decide what affect the item would have upon them.

Even if one of the Cast Members wants to create a powerful item that you think is acceptable, you should still make the character earn the item. One of the best ways to do this is to turn obtaining the needed special ingredient or ingredients into an adventure in itself. Then spend an Episode or two working through the challenges inherent in securing the ingredient. The enchanted or superscience item will then seem "earned." 'Course securing those ingredients could also upset some folks (maybe some folks not of this dimension) and that could prove . . . unhealthy later on.

SAYING NO WITHOUT SAYING SORRY

If one of your players proposes an item that you think would unbalance or otherwise ruin your game, you have a more difficult issue. Players hate to hear the word "no." Still, that does not mean you should let one of your players create dozens of items that can smite hellgods. We have several suggestions.

- Tell the player that research reveals that the item is too powerful (Power Level 7). Lead her (through research rolls or other in-game clues) to a more limited version that will not do such damage to your game.
- Tell the player that the item requires an ingredient that they simply have no way of obtaining, such as the tooth of a hellgod that lives in a dimension they have never heard of and have no way of reaching. Then inform the player (after some research by her character) that a more easily available ingredient can be found for a less powerful (and less game-disrupting) version of this device.
- Tell the player that the device in question is so powerful that her Cast Member can only make one that will work a limited number of times. There is a big difference between allowing a Cast member to have an item that they can use at will, and letting them have an item that they can only use once or twice. The first can be a constant source of trouble, which you may eventually need to have a demon steal or destroy. The second equips the Cast Member with a powerful effect that they can only perform if there is no other solution. If the Superscientist can only blast three monsters into oblivion, she is going to make certain each use is a truly meaningful one. In that case, you can likely predict exactly when this item will be used and tailor each of these encounters so that they are fun and exciting.
- Use the plotline to remove the item from the character's possession. Any truly powerful item will soon become the envy of others (such as the Gem of Amara). They should start arriving in droves to take it away.

The *BtVS Corebook* indicates that Science Skill 5+ folks can create weird and wacky devices (see p. 57). That's a hook for those without the superior knowledge the *Magic Box* brings. For you enlightened folks, there's a couple options here. You could keep that rule but only allow assemblages to be created by those without at least one level of the Superscientist Quality. You could get hard core and just say that if you don't have Superscientist, you can't go beyond normal high-tech devices. Or you could make both Superscientist and Science Skill 5+ pre-reqs for mystical devices. We'd go with the last option, but we're harsh that way.





6 Orphan Trouble

Dawn: She still thinks I'm Little Miss Nobody, just her dumb little sister. Boy, is she in for a surprise.

—5.2 *Real Me*



Time to play!

This new, ready-to-run Episode is deeply magical in nature. Well, there's a bunch of magic in the background at least. Hey, it's a book about magic. Whadja expect—government conspiracies? Hey, that gives us an idea for a sourcebook . . .

This story is set in Sunnydale but the location could be changed fairly easily. It assumes a low to mid-level of experience among the Cast Members but can be enhanced for more veteran types. Unlike those in the prior *BtVS* RPG books, this Episode does not revolve around the actions of the Djinn. If you're using that Seasonal arc, best to leave him lying low after the monumental events in the *Monster Smackdown* Episode (plug, plug)—*Buffy* Big Bads often take a short break to help build tension, y'know. Otherwise, we've given some suggestions for working the Djinn in later if you have a mind to do that (see p. 99).

The plot works best if one of the Cast Members lives with her parents, or if one of the Cast at least lives near her parents and comes home to visit regularly. This episode also requires one of the Cast Member's parents to have an older brother who has not been heard from for many years, and a sister who lives out of town. Mentioning these relations as random family conversation in a previous Episode helps set the stage for this one, and aids in the continuity of your Series. Remember, continuity is king in *Buffy*.





THE SETUP

One day, a Cast Member's mother (or other relative) receives word that the sister she has not seen in many years has died suddenly in a fall down the stairs. Disturbing enough as this is, worse still, the Cast Member's aunt recently adopted 11-year-old Billy and now he is an orphan. In her will, the aunt left instructions that the Cast Member's parents should be contacted to see if the child could be placed with them. Being good-hearted folks, the parents accept the child, who promptly comes to live in Sunnydale. In this Episode, the Cast Member saddled with Billy is referred to as the primary Cast Member.

Of course, there's more to Billy than meets the eye . . .

Maybe you've heard this before but . . . if you're not the Director, don't spoil the fun by reading further. You have been warned (in the nicest possible way of course).

CHANGING SETS

The plot of Orphan Trouble assumes the Cast Members are high school students living at home. If the Cast Members are older or do not live at home, some alterations must be made. The primary Cast Member needs to be both physically and emotionally close to her family. She must live at home or visit regularly, at least every weekend. The entire scenario takes place over four or five days—setting it during a holiday break from school works well, particularly if the other Cast Members are invited to stay at the primary Cast Member's house.

If the primary Cast Member doesn't go home often, this Episode could be set up to unfold slowly. The early portions of this scenario could be inserted as a curious Subplot that keeps coming up in the midst of other Episodes. When the Cast Members figure out something serious is going on, the visits home would have to increase in frequency. If all of the Cast Members are older and none of them live with or near their parents, your best bet is to have Billy placed with someone one of the Cast Members cares about (best if she is not hip to the whole demons and magic scene).

using the djinn

The Djinn (who first debuted in Sweeps Week in the *BtVS Corebook*) can easily be worked into this adventure. The Djinn could have orchestrated the whole situation. The real Billy was replaced with a demon to pick off a few of those "darn meddling kids," or at the very least keep them distracted. Uncle Ronald's role (see p. 105) could be played as an ally or a dupe of the Djinn.

Or the Djinn could be part of a sequel. If Uncle Ronald manages to escape, he'll be in town, smoldering with rage and frustration. He's in a perfect frame of mind for the Djinn to offer him a nice tempting wish. Ronald might be granted a special gold ritual dagger. He can use it to help him cast spells (it provides a +3 bonus to all rolls to cast spells designed to kill people) or he can use it to stab people (it adds +3 to his Combat Score and adds 10 points to the damage caused).

THE REAL STORY

Billy's not an innocent kid. No kidding, you say? The hint in the cut scene coming up is pretty subtle—not!

Naturally, there's more to it. As we have seen, the Cast Member's mother has both a sister and a brother. The sister was the aunt who adopted Billy. Brother Ronald is almost never spoken of, because he left home in his mid-twenties. He started dabbling in the occult at a young age. His "hobby" horrified the family and they reacted badly to the whole thing. Now, he's become a black magician. He has been summoning demons and performing other dark magics for the last few decades. Not much chance of reconciling with the relations now (even if he wanted to, which he doesn't).

Recently, Ronald found out that his wealthy uncle Jerome, one of the few relatives he kept in contact with, has less than a year to live. Jerome's wealth will pass mostly to Roland's two sisters; the family outcast gets only what's left over. Inspired by greed, and nursing a deadly grudge due to his "rejection," Ronald made plans to "remove" his sisters from the equation in the most non-suspicious-like way as possible. When he learned that the Cast Member's aunt was looking to adopt a child and had been having difficulty, he seized the opportunity. Using magic, Uncle Ronald convinced everyone involved that Billy came from a real adoption agency and was the perfect fit.



PARENTS AND MAGIC

This Episode assumes that the character's parents know nothing about magic. If the player purchased the Magic Family Quality (p. 31), her parents could well belong to a coven of Witches. In this case, Billy talks about the Cast Member doing "something weird and scary" and then goes on to describe ingredients and preparations that the Cast Member could only be using for hostile or dangerously powerful magic. Since the Cast Member's parents believe that Billy knows nothing about magic, Billy can easily get his overly curious adopted sister in all manner of trouble—especially since the Cast Member's parents appear to believe whatever Billy says.

NATURE OF THE BEAST

This Episode is high on intrigue and inter-personal relations, and low on slamming and bashing. This will suit some groups and bore others to tears. Depending on what else is going on in your Season and how many Subplots are brewing, you may need to supplement the action for those players who need some fisticuffs (stake-icuffs?). In that case, here's a somewhat distracting insta-Subplot.

Gabby Blades (or a gal of her ilk and prowess) and the Chicas are back (see *BtVS Corebook*, p. 221)! Or maybe they're around for the first time. In any case, they have the same motivation as presented in the *Corebook*.

If they are re-occurring bads, they are none-too-happy at their treatment at the hands of the Cast, and are looking for some payback. Hey, maybe they've even swallowed their pride and hired some demons to help in the butt kicking (see *Monster Smackdown* or the Demon Henchmen stats, *BtVS Corebook*, p. 177). The unusual vamp-demon team-up should raise some flags in the Cast's mind and result in a nice red herring . . . unless of course it leads to something further (see *Monster Smackdown's* The Once and Future HST),

Basically, anytime things appear to drag a bit, toss a few Chicas at the crew. Spin out that plotline as much or as little as you like. It's fine if the third or so time they show up armed for bear and bearing arms, the Cast rolls their eyes and says, "Don't you morons ever give up?"

CUT SCENE

The following scene can be read out loud to the players to give them a taste for what is coming.

A man in a suit sits in a well-appointed office talking on the phone. An 11-year-old boy is perched on the edge of a plush chair nearby, obviously listening closely to the conversation.

"Yes ma'am, it does appear that the fall was accidental and that your sister was killed instantly. I'm told she didn't suffer. I'm very sorry for your loss.

"She did leave instructions in her will concerning her newly adopted son William. As her next of kin, we are contacting you to see if you are willing to become the child's guardian. Yes ma'am, if you don't take him in, he will be turned over to the custody of Child Services. They can look after him perfectly well, but after a loss like this, it might be best for him to have a loving and stable home environment.

"Thank you ma'am, we were hoping you would agree. We will send someone to drop young William off with you on Thursday shortly before the funeral, if that will work for you . . . Very good, I hope things work out for you, and once again I am very sorry for your loss. Goodbye."

The man turns to the young boy, "Well Billy, it looks like you'll be going to live with your aunt and her family in Sunnydale. Won't that be exciting?"

"Yes sir." Billy smiles an almost predatory grin and for a brief instant, his eyes glow bright fiery red.

* * *

The scene shifts to a middle-aged woman hanging up the phone. She clutches a tissue and her eyes are swollen and red from crying. She walks up the stairs and knocks on a door decorated with posters of several popular bands.

"Honey, we need to talk . . ."

The door opens and the woman begins speaking into the room.

"I have some horrible news. Poor Aunt Martha had a bad accident . . . she fell down the stairs.

"I'm afraid she's dead.

"The funeral is on Thursday—we'll drive down the night before . . . it's a terrible, terrible thing.

"And that's not all. She adopted a child, his name is William—he's coming to live with us. We'll meet him just before the funeral. I know this is a bit of a shock, but what else can we do? He's only 11 and no one has heard from your uncle Ronald for almost a decade. William really doesn't have anywhere else to go. I'm sure he's a very sweet child and that you two will get along wonderfully. We have to make the best of it . . . for Martha's sake."



Act One: Introduction

A NEW ADDITION TO THE FAMILY

Buffy: You put that in my house?

Monk: We knew the Slayer would protect.

—5.5 No Place Like Home

THE RUN DOWN

The episode opens with Billy and the rest of the family arriving back at their house after the funeral and progresses through the whole of the day. Billy is steadily more annoying and the parents appear blind to his faults. All in all, it should be a real headache for the Cast Members (insert evil grin).

ACTION

Sibling Strife: Billy is an excitable child. He was fairly quiet during the car trip, but once he arrives at his new home he becomes more rambunctious. He runs around a lot, looking at everything, opening drawers, poking through the Cast Member's room (whether she's around or not), and playing with her stuff. Naturally, he doesn't ask permission.

The Cast Member's parents chalk up any misbehavior to grief over losing his mother. Billy doesn't look unhappy to the Cast Member—he appears far more excited and eager than he does upset or sad. Otherwise, he seems much like any other 11-year-old child. The only potentially odd thing is that pets don't like Billy and avoid him. At various points during the afternoon, you should have the Cast Member's friends and family attempt to mediate any problems she has with Billy.

The only time the Cast Member's parents notice these interactions is if the Cast Member yells at or otherwise reacts negatively to the child. The Cast Member's parents take her aside and lecture her on how Billy has just lost his mother and moved to a new town, and that she needs to be more accepting of her new younger brother. The parents recite a phrase that will become very familiar to the Cast over the next couple of days—"Billy is a sweet, deeply loving, and somewhat rambunctious child."

Taking a Breather: After a few hours of torment, the primary Cast Member almost certainly wants to get out of the house, maybe to see her friends. In an effort to help her relax and better adjust to Billy's presence, her parents try to cheer her up by suggesting that she invite her friends over for dinner and to stay for the night.

If the character calls her friends on the phone to talk, Billy listens in somehow. If the Cast Member goes out, Billy trails her. Three successes at a Perception and Notice roll (ask for the roll openly; even if it fails, the player will be clued in that something is going on) reveal Billy following or eavesdropping on her. Make sure to mention that Billy is really good—she only noticed him because she turned her head at just the right moment. As soon as she sees him, he runs off and hides. He returns shortly to keep tabs on her far more stealthily.

At various points, this Episode calls for Perception-oriented rolls. Perception and Notice are the default values, but a Perception (not doubled) roll may be substituted by those without the Notice skill. Clearly, the more clueless types should get working on their Notice skills.

Billy listens while the Cast Member talks to her friends, even if they are on an upper floor—he's clever and stealthy enough that they won't be able to see him. At some point, one or more of the Cast Members can make Perception and Notice rolls (again openly). If any of them gain two or more Success Levels, they catch a glimpse of a boy roughly Billy's age somewhere nearby. He scurries off and hides again.

Depending on what was said during the conversation between the Cast Member and her friends, Billy now knows that the Cast Members practice magic or hunt monsters. If he didn't hear this, he still managed to pick up some residual traces of magic. He will use this to his advantage.

Playing Poorly With Others: Once the Cast Members come over for dinner, they all notice the situation with Billy has become significantly worse. When they first arrive home, Billy is playing in the front yard with several other local children about his age. It is not likely that the Cast Members take much interest in kids running around playing cops and robbers in the front yard. However, shortly after they arrive home, a girl named Yolanda trips and falls. Amidst tears and a badly scraped knee, she blames Billy for tripping her. Billy of course denies it. The Cast Member's parents run over when they hear the sounds of a child crying. After talking with both children for a while, the Cast Member's parents tell Yolanda that it's not right to blame someone else for an accident. Yolanda heads home looking angry and hurt,



and a few other children leave with her after giving Billy dirty looks. If any of the Cast Members ask them why they are leaving, they grudgingly explain that Billy really did push Yolanda.

Half an hour later, just before dinner, sounds of a fight going on out front are heard. The Cast Member's parents both run out and even if the Cast Members don't follow them, they hear the exchange through the window. Billy is crying and sounding hurt, although the other children all say that Billy started the fight and that the boy he was fighting with was only trying to get away from Billy. If the Cast Members look or go out, they notice that the other boy has a black eye forming, while Billy looks absolutely fine. The primary Cast Member's parents tell both Billy and the other child that fighting is wrong and then call Billy in to dinner. Once inside, both parents are unusually attentive and solicitous. They both tell him how sorry they are that the neighborhood children were so mean to him.

To help his "transition" and to "make up" for his "rough day," the parents take Billy out after dinner to buy him a pet (even if the family already has one and the parents have previously denied similar requests from the primary Cast Member). They urge the Cast Member (and her friends) to come along. Other than rudeness, Billy's behavior is not remarkable. Still, the Cast notices an odd and disturbing look on his face as he scans the pets "for just the right one."

TROUBLESHOOTING

Given the setup in the Episode, the Cast Members should be immediately suspicious of Billy. That's all well and good, as long as they don't try to start any attempted slayage. In his current form, Billy is both invulnerable and far from stupid. If the Cast Members physically attack Billy before dispelling his illusion, they find they can't hurt him—even significant attacks leave him looking only mussed up and slightly bruised. Also, as soon as he is attacked, he starts yelling for his new parents. If they aren't around, he calls them at work in a panicked voice. If prevented from doing this, he uses his powers to cause them to hurry home—they chock it up to an "intuition" that he is in trouble.

Once with the parents, he sobs about how the Cast Members were all mean to him and how one of them hit him. The parents get very angry (particularly if there were more minor incidents leading up to this) and ground the primary Cast Member. The parents also inform the other Cast Members' parents. This gets the entire Cast in serious trouble. Essentially, there is no safe way to get rid of Billy as long as he is in human form.

It's also too early for any serious magic use. As a demon, Billy knows a fair amount about magic and if anyone is using any nearby, he'll sense it and do his best to interrupt the ritual. Of course, he then tells the primary Cast Member's parents about the "weird things" he saw her friends doing.

Instead of attacking Billy, the Cast Members may just talk about their suspicions. If he learns about it (through his spying or just by being around), he tells the Cast Member's parents that he heard her talking about playing a cruel prank on him. If he hears her talk about magic, he also mentions that. He goes on in his best sympathetic kid voice about how she and her friends are "really creepy"

If the Cast Member is actually a magician or a Witch, Billy attempts to get a hold of her occult books or some other evidence of what she is doing. Even if he can't manage this, the Cast Member's parents still take his accusations seriously. While they can be mollified by careful lies (say "it's just a roleplaying game and that the magic is all pretend" or "I'm just learning stage magic"), her parents keep a closer eye on her. If the Cast Member admits to practicing magic (or dark magic), the parents are greatly disturbed and make an appointment for her to see a psychiatrist. If she is Wiccan, talking about how magic is part of her religion may help convince the psychiatrist that she is OK, but such talk only upsets her parents more (even if they previous had talked about how open and tolerant of other religions they were).

Despite all this, if any of the Cast Members cast Thespia's Demon Detection (see *BtVS Corebook*, p. 146), they instantly locate a demon in the primary Cast Member's house. If this spell is recast using a sketch of this house, it reveals that Billy either is a demon or is possessed by a demon. Billy acts angry, scared, confused, and child-like if any of the Cast Members confront him with this information.

BILLY

Billy is a relatively rare type of shape-shifting creature known as a Rhyta demon. These demons love to inflict suffering. His goal is to kill off the primary Cast Member's entire family, but he wants to make the process last as long as possible.

Rhyta demons possess a form of emotional control; Billy has perfected his against "loving parents" and other grown-ups who like kids. While under his influence, the victims love and trust him beyond all reason. This power does not work on children or animals.

Name: Billy
Motivation: Torment and Murder
Critter Type: Demon
Attributes: Str 2, Dex 5, Con 10, Int 3, Per 3, Will 5
Ability Scores: Muscle 10, Combat 13, Brains 16
Life Points: —
Drama Points: 2
Special Abilities: Demon (Rhyta), Sorcery 4

Name	Score	Damage	Maneuvers Notes
Dodge	13	—	Defense action
Kick	12	8	Bash
Punch	13	7	Bash
Telekinesis	15	8	Bash or Slash/stab



These demons bring bad luck to all around them—whenever they are in the area, all rolls by others are made at a -1 penalty. They can also sense magic in a fifty yard radius.

These creatures cannot take human form on their own—only if they are commanded to by the magician who summons them. In their transformed state, they are essentially invulnerable (and unbanishable). Harming them requires revelation of their true form.

Billy is also a fairly accomplished magician. He can't use spells in human form, but makes effective use of his Telekinesis. Billy only uses it in subtle ways—he's not about to spoil the game too early by having chairs and tables fly through the air.

Act Two: Conflict

THE DEMON CHILD

Adam: She's uncomfortable with certain concepts. It's understandable. Aggression is a natural human tendency. (to Buffy) Though you and me come by it another way.

Buffy: We're not demons.

Adam: Is that a fact?

—4.22 *Restless*

THE RUN DOWN

In this Act, Billy begins to reveal both his true nature and his murderous plans. Also, a suspicious stranger makes his first appearance.

Action

Gross Out: The next morning (Saturday) the primary Cast Member (or possibly one of her friends who spent the night) discovers a large and extremely furry dead spider in one of her shoes. Three or more successes at a Perception and Notice roll allows her to see the spider before putting on the shoe—no roll is necessary once she actually does so! At breakfast, she also finds that someone has put hot sauce in her food. Billy just fails to cover up a small smile (though is the picture of innocence with the primary Cast Member's parents, as usual). By this point, it is pretty obvious that Billy is malicious.

Later that day, the Cast Member (and any of her friends who are still over) catch him tormenting his pet and any previous family pets (pulling their tails and chasing them around the house). He ruins or spoils food so the Cast Member can't eat it, breaks her things, and forces her



parents to disrupt their lives completely by catering to his whims. Again, the parents continue to dote on Billy regardless of how obnoxious his demands are. If confronted with evidence of Billy's wrongdoing or urged to take a hard look at the situation, they refuse to act any differently. They spout the usual garbage about "grief," "fitting in," and the importance of families helping each other. The Cast notices that the recitations are oddly similar in phrasing from the day before and have a hollow tone to them. "Billy is a sweet, deeply loving, and somewhat rambunctious child."

More Weirdness: At some point, the Cast heads out of the house on an errand or for some other reason. They catch sight of someone watching them closely. If they gain two or more Success Levels at a Perception and Notice roll, they see that a man is looking at the primary Cast Member in particular. The guy is middle-aged, with grizzled graying hair and a short but somewhat wild-looking beard. He is dressed all in black and looks both nervous and anxious. If the Cast Members approach him, he ignores them unless they come right up to him or speak to him. In that case, he gets up and leaves rapidly. If any of the Cast Members get a good look at him (three or more successes with a Perception and Notice roll), she sees a distinctive gold and black amulet on a chain around his neck.

Cat Snacks: By Sunday, the problems are even worse. That morning, the neighbor comes around asking if anyone has seen her missing cat. A short while later, one of the Cast Members sees Billy in the back yard, nibbling on something that looks disturbingly like one of the cat's legs. If any of the Cast Members go over to investigate, Billy turns his head and swallows visibly. By the time the Cast Members confront him, no evidence of his grisly meal is left. His shirt does have suspicious traces of cat hair on it—hair the exact color as the missing cat.

If they ignore this incident, Billy tries to eat the family pet (if there are any) later that evening. The Cast Member's parents continue to dismiss Billy's increasingly bizarre and disturbing behavior as being a combination of grief and youthful rambunctiousness.

Accidents Happen: By Sunday night, the situation becomes critical. Through a combination of the bad luck brought by Billy's presence and his habit of "accidentally" leaving marbles and small toys at the tops of stairs and in other dangerous places, everyone in the house (except Billy) has more than their share of minor falls, serious paper cuts, slight burns from the stove, and similar annoying and painful accidents.

Early Monday evening, shortly after he gets home from work, the Cast Member's father falls down the steps and is knocked unconscious. Billy and some of the Cast should be around when it happens. Two or more successes in a Perception and Notice roll reveal Billy looking closely at the Cast Member's father. He seems both interested and somewhat disappointed, but not a bit upset. In any event, it soon becomes clear that the father has a broken arm.

The Cast Members should also be present when a paramedic or doctor tells the injured father that he's lucky to be alive. While her dad won't mention it, if the Cast looks around the top of the stairs, they notice a small toy car that looks like it has been stepped on. If the Cast Member convinces her parents to confront Billy about indirectly being the cause of the accident, Billy starts crying, apologizes, and goes on in such a manner that the parents quickly start apologizing to him. It dissolves into a serious *Terms of Endearment* moment.

If the Cast Member confronts Billy when her parents aren't around, he is sullen, resentful, and indifferent. He answers questions about what the car was doing at the top of the steps with statements like "I was just playing." All in all, he appears cold and uncaring. When they're not confronting him directly, Billy appears to be in a great mood, smiling and laughing inappropriately.

TROUBLESHOOTING

Some of the Cast Members may want to get to work immediately. That's OK—while a couple of days pass in game time, it can be played through relatively quickly. You could set it up so that one or two Cast Members witness the events here while the rest are busy attempting to figure out how to beat Billy.

The only truly vital part of this Act is that the mysterious stranger must escape without the Cast Members being able to confront him. Since he's actually an experienced Warlock and a complete paranoid, he should be able to manage this pretty well. Don't roll for him, simply assume that he succeeds in getting away. At worst, you can award Drama Points as compensation for his "plot-driven" escape.

Once again, the parents are blind to any problems or attempts at warning. Billy plays on this devotion if threatened in any way. If the Cast Member pleads that she was upset about her father being hurt, she gets off with only a stern talking to, otherwise she receives said stern talking to and is grounded for several days. Remember, "Billy is a sweet, deeply loving, and somewhat rambunctious child."

Name: Uncle Ronald
Motivation: Revenge, greed, and lust for power
Attributes: Str 2, Dex 3, Con 3, Int 5, Per 3, Will 6
Ability Scores: Muscle 10, Combat 14, Brains 15
Life Points: 30
Drama Points: 4
Special Abilities: Sorcery 7

Name	Score	Damage	Maneuvers
Dodge	14	—	Defense action
Kick	13	9	Bash
Magic	17	Varies	By spell
Punch	14	7	Bash
Telekinesis	19	10	Bash or Slash/stab



UNCLE RONALD

Uncle Ronald is mysterious stranger and the true villain of the piece. He's the one who summoned Billy, and who ordered him to kill the primary Cast Member's aunt. He's greedy, immoral, and willing to do anything to "avenge" his "mistreatment"—a serious sicko. He's lurk-

ing around to keep track of Billy's activities and to gloat about the deaths that are to come.

Uncle Ronald knows a large number of spells. Grant him whatever spells you like to fit circumstances as they arise. He should be a tough and determined foe, but not a world-beater.

Act Three: Climax

DAINGEROUS RELATIONS

Buffy: I just can't believe everyone bought that story about Anya's people being circus folk. Did you see the guy with the tentacles? What's he supposed to be? Inky the Squid Boy?

Willow: And Xander's family. I haven't seen them that bad since my bat mitzvah. Ugh, did you see how much they drank?

Buffy: Kinda. Mr. Harris threw up in my purse.

—6.16 *Hell's Bells*

THE RUN DOWN

By this point, the Cast Members should feel the urgency to discover what's going on and to bring Billy down. They find out the details of the aunt's death, the identity of the mysterious stranger, and a way to defeat Billy using magic.

ACTION

Investigation: If any of the Cast Members looks into the Aunt Martha's death, they discover she adopted Billy two months ago. From that time until her death, she went to the doctor almost a dozen times for minor accidents. Most were trivial problems like burning herself with a hot iron or cutting her finger when she was chopping vegetables. However, she also broke a limb (her leg) falling down the stairs.

If the Cast Members contact any of her friends, they can't help but mention the aunt's beloved cat—"She loved that cat so." They were shocked when she told them she was giving it up when Billy arrived. Apparently, Billy and the cat did not get along. The friends claim that Billy neither abused nor mistreated the cat; they express puzzlement as to why the cat avoided Billy so carefully. The friends repeatedly say that Billy was a very sweet child. They wrap up with the creepily familiar phrase—yep, you guessed it, "Billy is a sweet, deeply loving, and somewhat rambunctious child."

If the Cast goes on-line to check the medical examin-



er's report on the aunt (Intelligence and Computers hacking roll), it indicates that she tripped on the stairs, fell, and broke her neck. A bruise on her foot suggests that she tripped on a small object. The police report states that investigators did not find anything lying at the top of the stairs.

Hacking into the Child Service's report on Billy is even more enlightening. Security here is slightly higher than the medical examiner's office, so a - 2 penalty is applied. Success gives a brief report about Billy, including a personality profile that seems oddly reminiscent, including "Billy is a sweet, deeply . . ." (you get the picture). An additional Intelligence and Computer - 2 roll is needed to access the Billy's adoption records. If the Cast Member simply succeeds, she notices that the adoption records are oddly sparse. Further checking reveals that the adoption agency is now closed and has no forwarding address or contact number, even though the adoption occurred only two months ago. Three or more Success Levels in the hacking roll strongly suggests that the adoption records are fairly rudimentary fakes. Uncle Ronald expected the Rhyta demon to act quickly and didn't put a great deal of effort into covering his trail.

Mysteries in the Attic: Once the primary Cast Member's parents get home from the emergency room, the mother's concern manifests as nostalgia. She decides to show Billy pictures of his mother (the dead aunt) when she was young. She can't find the photos she wants downstairs, so she sends the primary Cast Member to the attic to get the old photo album up there. As soon as the Cast Member picks it up, an old photo of a man she does not recognize falls out on the floor. The photo is her mysterious uncle Ronald when he was in his early 20s. He is dressed in robes marked with what are obviously occult symbols—a successful Intelligence and Occultism roll reveals that these symbols are associated with black magic and demon summoning.

It's clear that he was not expecting to have his picture taken. If she is asked about this photo, the primary Cast Member's mother mentions that she took the photo years ago. The robe was part of the "weird stuff uncle Ronald wore for the secret Fraternity he belonged to." She goes on to say that this Fraternity was really exclusive and that Ronald told her that he'd taken all sorts of fancy oaths of secrecy. It was part of the reason Ronald didn't get

along with the family. The mother explains that this is part of the reason it's so important to her that the Cast Member and Billy get along.

The other striking thing about the photo is its familiarity. Anyone who saw the stranger in Act Two recognizes the picture as a younger version of the same man. The photo of Uncle Ronald even shows him wearing the same gold and black amulet (if it was spotted previously). Even if the Cast Member viewing the photo did not see the stranger previously, the man is oddly striking and is easily recognized if seen later.

At this point, Billy wanders into the room. When he sees the photo, he starts limping and crying, claiming he just got a splinter. He asks the primary Cast Member's mother to look at his foot (no splinter is found and mom smiles and hugs Billy tightly). Any Cast Member who gains two or more Success Levels with a Perception and Notice roll sees Billy start acting like this the moment he saw the photo. Also, he wasn't limping when he first entered the room. Her mother tucks the photo back in the photo album—if not retrieved immediately, the next time any Cast Member looks for it, it is gone.



The Spooky Uncle: Once the Cast Members learn about Uncle Ronald, the next time they go out, they almost certainly notice (if they haven't done so already) that he appears to be watching the primary Cast Member and her family. Have all of the Cast Members present make a Perception and Notice

roll or just have them notice Uncle Ronald automatically. As soon as the Cast Members let on that they have noticed him, Ronald becomes more cautious and subsequent Perception and Notice rolls must gain three or more successes. He flees if they try to approach him, and is always seen in relatively public places, so that it isn't practical to attack him.

Hitting the Books: Looking up information on the gold and black amulet uncle Ronald wears reveals that it is a powerful item known as the Vazerius Amulet. Given the number of Success Levels, here's the information they learn (higher-level successes also grant the information available at the lower levels).

1 SUCCESS LEVEL: The device aids in the summoning and binding of demons (it provides a +3 bonus to all spells involving summoning or controlling demons).

2 SUCCESS LEVELS: The Vazerius Amulet is profoundly dangerous to use because the demon may open a permanent and extremely durable gateway between our world and the demon's home dimension.

3 SUCCESS LEVELS: Any demon summoned using the amulet instantly becomes aware of what it can do, and most attempt to steal it if they can free themselves from whatever binding holds them. The source goes on to say that the ritual to open a permanent portal takes half an hour to perform. The portal opens ten minutes after the ritual begins, but is unstable (and will collapse) if the entire ritual is not completed. Also, the ritual can only be performed in a de-consecrated church or some other once-sacred space.

4 SUCCESS LEVELS: The researchers find a story about the Vazerius Amulet. In 1189, a demon used it to open a dimensional portal in an abandoned Buddhist monastery near the thriving city of Damarkhan. Within a year, the city was a ruined wasteland, and demons began to spread across the landscape. A concerted effort by three Taoist magicians and four Buddhist monks was needed to close the portal, and this task cost the lives of four of them. No detail is given but their deaths were described as "hideous and painful."



Cast Members looking for occult information on Billy have a difficult time finding it. Many demons are able to change shape or use illusions to appear human. Four or more Success Levels are needed to find information on Rhyta demons implicating Billy. Alternatively, you can simply tell the Cast Members that they don't know enough yet. If the action slows and the players appear frustrated, you can have one of them stumble across the Hillman Passage (see p. 108) to help set them on the right track.

After the Demon Unmasked scene (see next), the Cast knows Billy's real appearance. In that case, a single research success locates the proper information. The roll is so easy because Rhyta demons are quite rare and their natural form is exceedingly distinctive.

The most useful passage is authored (not surprisingly given it's name) by Henry Hillman, a self-proclaimed Warlock who appeared to enjoy seeing his name in print (see p. 108). Hopefully, this narrative suggests a course of action to the Cast Members. Unfortunately, destroying the demon while maintaining the Cast Members' secrets is going to require some fast acting and talking. If desired, you might use this scenario as an opportunity to have the Cast Member "come out" to her parents about magic and demon hunting. Cast Members who have done their research should also be concerned about the possibility that the demon could get a hold of the Vazerius

Amulet (assuming they know what that mystical item can do).

The Demon Unmasked: Much of Billy's power is tied into the illusory disguise he maintains. Fortunately, this disguise is quite fragile. If anyone sees through the disguise and glimpses his true form, the human form instantly collapses. The Cast Members must eventually realize that the only way to get rid of Billy is to see what he truly is.

Fortunately, there are several ways to do this. The most obvious is for someone to use the Tír La Couture spell. Etheric Scanning works just as well, as does Lifting the Veil. If the Cast Members attempt to cast these (or any other) spells in the house when Billy is around, he senses the gathering magical energies and attempts to disrupt them (by himself or by using the Cast Member's parents). This should clue the Cast to Billy's fear of magic. Locked doors, an alternative location, and persistence eventually allow the Cast Members to cast a revealing spell.

The instant any of these spells is used to examine Billy, the illusion around him vanishes. All present see a short, dark blue-scaled demon with three glowing red eyes and sharp claws. His emotion control powers are extinguished, but not the bad luck penalty. Unless somehow prepared for this, the Cast Member's parents act hysterical and yell a lot if they see Billy's true form. The demon immediately flees (using Drama Points to do if necessary).





HILLMAN PASSAGE

In 1874, I came to learn that the witch Eliza Watkins of Portsmouth England summoned something called a Rhyta demon to torment and eventually kill her husband, a sea captain named Colin Watkins. She discovered that he had two other wives, one in New York and the other in Jamaica.

As I was later told, the demon joined Captain Watkins' crew disguised as a cabin boy. Through mysterious powers, he immediately became the favorite of the crew. As soon as the demon came on board, ill luck began to plague the ship and its crew. Normally a superstitious lot, the demon's magic kept the crew from realizing that they had a potent jinx aboard. In addition to bad weather and numerous unfortunate accidents involving valuable cargoes, every voyage cost at least one crewmember's life. Some fell from the crow's nest, others were washed overboard and drowned, and two reportedly cut their own throats while shaving. After three voyages, the captain was near ruin and the only crew he could find was composed of drunks and incompetents.

On his last voyage, Captain Watkins was fortunate enough to take myself, Henry Hillman, as a passenger. I began to suspect something was wrong after a series of vivid and terrifying nightmares about the cabin boy during the first night of my journey from Britain to Jamaica. My suspicions grew stronger when I attempted a minor divination spell and was interrupted by the cabin boy calling me to dinner—half an hour early. Not ready to reveal my suspicions to the Captain and crew, who all seemed to dote on the boy, I resolved to conduct my investigations in secret. The next day I waited until the cabin boy was busy and was able to complete a spell to reveal the demon's true nature. Horrified by the sudden appearance of a demon on board, one crewmember jumped overboard and four others commandeered the ship's life boat and rowed for land raving about a possessed ship. The demon hid itself below decks and neither the remaining crew nor the Captain would aid my proclaimed goal of dispatching it. Not wishing to bear the brunt of the demon's depredations alone, I endeavored for quite some time to secure the crew's aid.

A severe storm arrived several hours later. While the crew struggled to save the ship from the hurricane, I resolved to act directly and went below decks alone. After preparing a binding circle in the hallway outside, I stoically entered the hold. A titanic struggle ensued. I found myself battered about the hold and had to use my strongest magics merely to survive. Eventually, feigning weakness, I retreated from the hold. Mad with bloodlust, the demon followed and was trapped in my binding circle. That done, I was able to mystically force it to tell me its purpose and its nature. With my last remaining strength, I succeeded in banishing it. I was later to learn that a bladed instrument coated with liquor would have pierced its black being. Certainly, rum suffered no shortage onboard.

Afterwards, the parents accept almost any explanation provided by the primary Cast Member for what happens. They even buy pretty silly ones, like a claim that it must have been some neighborhood child showing off his fancy new costume. In time, all memory of Billy gradually vanishes from the minds of everyone who has not been actively investigating Billy's presence (unless of course you have a plot reason for some or all of your characters to remember).

TROUBLESHOOTING

If the Cast Members both unmask Billy and find out about Uncle Ronald, the intrigue of the Episode is over. Still, the demon uses any means to escape and continues its plans to kill the primary Cast Member's parents and anyone else it's taken a dislike to (ah . . . the party and

Uncle Ronald for those not paying attention). Worse, it's now fully able to use its spells to directly attack them. If the Cast acts like the threat is over, you might want to wait an Episode or two before the demon Billy returns for payback.

If the Cast Members have trouble figuring things out, a prophetic dream about Billy taking off a mask, revealing a hideous demonic face, and then getting torn apart by wild dogs should help get the point across. At that point, allow them some spell research time if they don't already have an applicable spell.

If the Cast Members are seriously clever, they might be able to kill or banish Billy before he can escape. Make this really tough to manage, but if they can accomplish it, let them. Even then, the Episode isn't over—the Cast Members still need to confront Uncle Ronald.



Name: Demon-Billy
Motivation: Torment and murder
Critter Type: Demon
Attributes: Str 7, Dex 5, Con 10, Int 3, Per 3, Will 5
Ability Scores: Muscle 20, Combat 18, Brains 16
Life Points: 90
Drama Points: 3
Special Abilities: Demon (Rhyta), Sorcery 4, Spells

Name	Score	Damage	Maneuvers
Claw	18	19	Slash/stab
Dodge	18	—	Defense action
Kick	17	21	Bash
Telekinesis	15	8	Bash or Slash/stab



DEMON BILLY

Once his true form is revealed, Billy loses his ability to emotionally control the primary Cast Members parents and

other grown-ups. Unfortunately, he's aware of this. He's gone from a subtle and frustrating menace to a powerful murderous demon on the loose.

other vanishing options

Most adults simply forget everything about Billy after his banishment or defeat, leaving the Cast Members as the only people who remember he ever existed. On the other hand, it might be interesting to deal with what happens if they don't all forget. Few adults handle it well when a child suddenly transforms into a scaled demon with large claws. The Cast Member's parents either remember seeing Billy killed and carried off by some insane person wearing a weird costume, or witness him dressing up in some sort of costume as he runs off—never to be seen again. Exactly which explanation they choose depends in large part on what the Cast Members say to them shortly after Billy transforms and runs off. The Cast Members should be familiar with the way in which adults adopt almost any halfway reasonable explanation given to them.

Regardless of what explanation is used, if the Cast Member's parents and the social service workers don't conveniently forget about Billy, they report the entire incident to the police. If the grown ups are somehow convinced to keep quiet, one of the friends of the Cast Member's aunt calls the police to "look into the situation." At this point, the Cast Members should hide their magic paraphernalia. Few police officers think highly of teens and young adults dabbling in the occult. They may well believe that Billy was the victim of a ritual sacrifice. When the problems between Billy and Cast Members come out, it only adds fuel to the suspicions.

The parents give the police a fairly good description of the demon. Thus, later, when the Cast Members encounter the demon again, bystanders may well see them in the company of what the police believe is Billy's killer, his kidnapper, or Billy himself. In any case, unless the Cast Members are careful, they could be called in for questioning. Naturally, explaining that Billy was really a demon gets them nowhere except perhaps into counseling and a psych ward.

After a while, the irregularities in Billy's records are uncovered and the authorities realize that Billy actually had no real past before the Cast Member's aunt adopted him. At this point, someone (perhaps the Initiative) steps in and hushes up the entire investigation. All questioning stops in a sudden and highly suspicious fashion. This no doubt leads to an effort by the characters to discover just who their mystery benefactor is. And the story continues . . .





When properly bound and commanded to assume another form by a summoner, Rhyta demons are incapable of harming their summoners, either directly or indirectly. Once their true form is revealed, they remain bound to their task. They still cannot directly attack their summoners, but can persuade other beings to do so. Revealed Rhyta demons often ally themselves with others (demons, vamps, murderers—they're not picky) in an effort to slay their summoner.

Once they assume their true form, the demons also regain any ability to use magic spells. Billy's known spells are Break the Wards of Magic, Fist of Air, Fog of Protection, Ionize Air, Tyr's Warding Hand, and Steal

Strength. If the Cast Members are particularly tough, you should give him a few additional Power Level 3 and 4 spells.

In their natural form, Rhyta demons can be banished through magic (using a base Power Level 4 spell—noticeable scope/major effect). They can be harmed by weapons or melee, but are particularly tough (they possess Increased Life Points). When brought below zero Life Points, they remain conscious and use any means to escape. They can only be killed by using a bladed weapon that has been anointed with rum or whiskey. Otherwise, the damage heals normally (ten Life Points per day).

Act Four: Resolution

DEALING WITH DEMONS

Skyler: Hey, hey, read 'em and weep. That's all I got to say. Tomorrow, I get the books. Meet me here and if the price is right . . . well I give the books to you.

Buffy: Not really looking to trade with a demon.

Skyler: And if this were still a barter economy, that would be a problem. I want cash, princess, five large for the whole set.

—3.17 *Enemies*

THE RUN DOWN

Not only do the Cast Members have to track down demon Billy and keep him from summoning more of his kind, they also need to deal with Uncle Ronald. There are vampires to fight, demonic rituals to stop, and evil warlocks to vanquish—all in day's work for a Slayer and her companions.

ACTION

Demon Hunting: If the Cast Members decide to use magic to track the demon, Thespia's Demon Detection is one obvious way. Still, it's no magic bullet—there're always more than one demon hanging out around the Hellmouth. A bunch of false positives could lead to a number of side adventures, or simply a number of red hearings, each one of which merits investigation.

Asking around the demons in the town works better. It reveals that Billy just recruited two vampires to help him steal "some amulet that it really wants."

Whether by source, spell, or a means of their own devising, the Cast Members are directed to an address that turns out to be a motel near the center of town. The legwork does take some time though, and it's sometime after sunset before the gang arrives at this location.

All the motel's rooms are accessible from the parking lot. The Cast Members don't have to enter the place—they can watch all of the room doors from a convenient alley across the street. It takes almost an hour of careful observation and five or more Success Levels on a Perception and Notice roll to discover that Billy and his vampire companions are also watching the hotel from nearby. Billy won't notice the Cast Members unless they are particularly non-stealthy.

The motel, of course, is the one where Uncle Ronald is staying (he registered under an assumed name). Billy and his new buds plan on ambushing him when he leaves his room.

Uncle Ronald is a fairly careful person; he warded his his room against intrusion by vampires and demons as soon as he arrived in town. Since the summoning and binding spells ensure that Billy can't directly harm him, Billy has instructed the vampires to attack Uncle Ronald.

Just about the time the Cast begins to get antsy, Uncle Ronald walks out of the door of room 333. If he sees them (i.e., they draw attention to themselves somehow), he recognizes them and starts running away. Even if the party takes the sensible precaution of disguising themselves, the magician bolts. He's particularly jumpy tonight.





Uncle Ronald turns a corner and runs right into the arms of Billy and the vampires. If the Cast Members do nothing, he fights off the vampires for a while, actually staking one with a sharp piece of wood. The other then grabs him and snaps his neck. Billy grabs the amulet from around the body's neck and runs off with the remaining vampire.

If Uncle Ronald knows the Cast is about, he calls for help. If they don't come immediately, he yells a warning about keeping Billy from getting the Vazerius Amulet. If need be, he explains during the melee (as concisely as possible) that it can be used to open a permanent gateway to a demon dimension.

The Cast Members can either save Ronald or simply try to prevent Billy from getting the amulet. If the Cast Members help, killing both vampires (use two Vampire Veterans or Lieutenants depending upon just how numerous and buff the Cast Members are) should not be terribly difficult. In that case, Uncle Ronald should almost certainly survive. If the Cast Members go after the vampires, Uncle Ronald starts telekinetically hurling objects at Billy. If the Cast Members go after both Billy and the vampires, Uncle Ronald kills one of the vampires with his telekinesis and then turns on Billy. At some point during the melee, Billy grabs the amulet from around Uncle Ronald's neck and flees. Uncle Ronald and the Cast Members are able to hurt Billy, but they won't be able to kill him—regardless of what they do, he escapes at the last moment. You could get creative and dramatic here. Perhaps, Billy uses a prodigious leap to the roof of the motel and then disappears from view. Drama Point awards may be necessary here depending on how cheesy you need to make the "escape" rationale.

At this point, the Cast Members need to realize Billy's plans to use the amulet to open a portal. If they managed to successfully research the amulet, they know what it can do and that it can only be used as part of a ritual in an de-consecrated church. If they don't know this, Uncle Ronald tells them. If he's dying, he tells them gloatingly with his last breath. If still alive, he seeks help getting his amulet back. He is none too eager to have endless hordes of vicious demons streaming through an uncloseable dimensional portal.

In either case, at least one Cast Member recalls that they are only three blocks from the Old Chapel, a de-sanctified church that is now used for non-denominational weddings, plays, and classical music concerts. The primary Cast Member also remembers that her mom told Billy about the Old Chapel and was planning on taking him to a performance next week.

If uncle Ronald is still alive, he asks to accompany the Cast Members. He acts helpful and somewhat contrite, and pleads ignorance about the dangers of using the Vazerius Amulet to summon creatures. If confronted, he claims to have been tracking Billy for years but wasn't sure if he was in league with the Cast or their families. It's pretty thin, but the Cast has no reason to disbelieve him. Naturally, uncle Ronald can't be trusted and is planning on killing the Cast Members as soon as he has stopped Billy and gotten his amulet back.

Rumble in the Old Chapel: If the Cast Members spend any time talking with Uncle Ronald, the portal ritual is well under way by the time they arrive at the Old Chapel. The dimensional portal is already open, but it is highly unstable. If they hurry straight from the motel lot, they arrive just in time to see the rift open.

The portal is a glowing yellow circle suspended in mid-air. It changes in brightness and grows and shrinks dramatically from one minute to the next. Several other demons that look identical to Billy (and have the same stats, except without the magic abilities) come through the portal and arrange themselves to protect him from both the Cast Members and Uncle Ronald. Make the number of demons sufficient to give the Cast Members a good fight. All of the demons should have Attributes and abilities identical to Billy. The Cast Members can either kill the demons, or grab them and try to throw them back through the portal. Either way the goal is to get rid of the demons, stop the ritual, and retrieve the amulet. The ritual takes some time to complete, but Billy has been at it for a while already. The exact timing is left open so it may be tailored for your group, but (as always) the apocalypse is close and the Cast must act fast.

Demon Billy is crouched in the center of a circle. Five candles surround him, located at the points of a large red pentacle entirely enclosing the circle. The drawings appear to be made from blood, but it is actually just red paint. Billy chants and traces symbols in the air. The Vazerius Amulet lies at the exact center of the circle and pentacle, glowing brightly. Putting out all five candles stops the ritual and causes the portal to collapse, as does interrupting Billy's motions, destroying the Vazerius Amulet, or simply taking the amulet outside the pentacle. If the Cast Members manage any of these feats, the portal flares bright red and explodes. The explosion causes no damage, but leaves a nasty scorch mark on the floor of the Old Chapel.

Unless one of the Cast Members already has it, Uncle Ronald grabs the amulet while everyone is recovering from the flash. At this point, the ending can go a number of ways.



When he reaches to grab the amulet, one of the dying demons might reach out and kill him. Having Ronald get his just desserts ends the scenario and neatly avoids the problem of the Cast Members having to kill a fairly potent magician.

Alternatively, let dead demons lie and have Uncle Ronald grab the amulet. Once he has it, he attempts to kill any Cast Members standing in his way. He knows some pretty dangerous combat spells and the gang should be roughed up from the demon fight. Things should be pretty tough.

Uncle Ronald could be killed when one of his spells misses its target and brings the ceiling down on top of him. He could hurt several of the Cast Members and be killed in the battle, or could surrender when reduced to

ten or fewer Life Points. He should only surrender if some of the Cast Members are having qualms about killing him and ask him to surrender. Even then, he only does so if the battle is going against him. Alternately, he might escape, dropping the amulet in his hurry to flee. The Cast Members have weakened him, but he is still dangerous.

If Uncle Ronald dies, both the scenario and the danger are over. One or more of the Cast Members might have to deal with the emotional and legal fallout of having killed a person, even if he was a deeply evil and murderous person. If he escapes, he leaves town and effectively vanishes from the Cast Member's lives. Of course, that's not the end of him. Once he has recovered from his injuries and obtained another magical artifact or two, he comes with revenge on his mind.

plot twists

Orphan Trouble does not hide its cards—while Ronald is behind the scenes and the trouble, there's little in the way of misdirection (except if you use the Chicas Subplot and do not tie it to the main plot). For those who want to really twist thing around, here's some suggestions.

You could start the adventure out the same—strange, obviously supernatural child deposited in the Cast Member's house. But the waif is actually there to protect the parents from the evil uncle. The child knows that the uncle is going to try and kill the parents and he has had some dealings with the uncle in the past. In this scenario, the child is the one who manipulated his adoption by the Cast Member's aunt and his subsequent transference to the character's parents. The twist here is that the child does not know the intentions of the Cast. If they talk about vampires and magic, the child might think they are in league with the uncle. The child (or even children, think Village of the Damned) seeks atonement because he has been used to by the uncle to kill others. Also while he looks childlike, he is in fact very old—that is also why he doesn't relate well to other kids. You can use the same stats all around though you might want to beef up Uncle Ronald a bit since he doesn't have the kid-demon in his corner anymore.

Alternatively, perhaps there's no relation here at all. This requires some setup so that the primary Cast Member's parents offer themselves as foster parents (this might be the source of several Subplots or misleading clues). Indeed, it could be that the primary Cast Member is a foster child, but her parents never informed her of that. Anyway, the kid has spent time in various foster homes in the area. The first two foster families met with disaster and finding a new foster home is difficult. In fact, the only remaining family in the area willing to take the child is . . . you guessed it, the Cast Member's parents. The deal is the kid is actually trying to protect various "magical" families and the first two failed. This plotline could be used to reveal a Cast Member's dormant magic abilities or those of her relations.

At various points, different types of vamps and demons attack the kid and the Cast Member's family (the *Monster Smackdown* should prove very useful here—or just take some of the nasties from the *BtVS Corebook*). These encounters would be arranged so that, once again, suspicion falls on the kid. The real instigator is the uncle, of course, but that point should be concealed for as long as possible. Various occult trappings could be discovered suggesting that the kid summoned the monsters (in truth, the materials were part of an attempted magical protection spell). Once the truth is revealed, the Cast has more of a reason to go after the uncle—after all he wanted to kill their family. Should everything work out, the kid could become a valuable ally for later Episodes.



TROUBLESHOOTING

Dealing with demon Billy should be pretty straightforward. Take him out!

Failing to shut down the portal has some drastic effects. Rhyta demons start coming out of the woodwork and mayhem results. The Cast (or those that survive) should flee and flee fast. The subsequent apocalyptic world can develop over time (it's not the sudden remaking that something like . . . say . . . a successful Acatlha raising might bring about). This allows the Cast Members to evolve, fight, and even die heroically saving some community of humans. Such a storyline can take the Series in some very interesting and exciting directions. Take a gander at the Hellworld setting in the *Slayer's Handbook* for some ideas on running the people and places in such a game.

If Uncle Ronald survives and is neutralized in some manner, taking care of him raises a number of troublesome moral issues. Ronald may be defeated but he's not reformed and he remains exceedingly powerful and dangerous. The Cast Members must figure out what to do with him. Hint: sending him on his way with a stern warning is not going to cut it. See "revenge on his mind" text above.

If any of the Cast Members are part of the Initiative or beholden to the Watchers Council, Uncle Ronald can be handed over to those organizations. That's not without its concerns however. Any Cast Member who decides to look into what will actually happen to him learns that the groups may either recruit or experiment on him, or they may simply kill him. While his torment or death is not directly on the Cast Members' heads, they can't simply ignore the repercussions of their actions (particularly if he breaks from his controller and returns, even more powerful than before, to exact revenge).

If the party comes up with alternative ideas about what to do with him, run with them and play out the consequences. If they are completely stuck, have the police show up at the primary Cast Member's house with a warrant for Uncle Ronald's arrest. It appears he is wanted in connection with the theft of some rare items from a museum—items used to decrease the difficulty of the spell to summon Billy. Since one of these items is a ritual dagger found in his hotel room, the police have an excellent case against him. Even so, prison bars won't be able to hold Uncle Ronald for long. It won't happen tomorrow or the next day, but that whole "return for revenge" thing raises its ugly head once again.

If the party is faced with the morally ambiguous and potentially dangerous situation of how to handle Ronald, remember that their parents (at least the primary Cast Member's) are around. These folks are related to Uncle Ronald and have some definite opinions about dealing with him. They could provide a welcome grown-up perspective and a willingness to engage in a long, involved, and costly rehabilitation process (magical rehab? . . . hmmm). Again, this could be an opportunity for the group to clue in the primary Cast Member's parents and gain some valuable allies in the fight against evil. No doubt this will be a difficult process with significant ups and downs (given Ronald long-held resentment of his family), but perhaps it's exactly what Ronald desired all along. The parents could actually connect with him and prove to be surprising competent in mundane matters (even if they are clueless about the magic stuff). In that case, Ronald could become a reoccurring but potent aid in the Cast's activities. His help may go wrong and he may be difficult to work with, but it may turn out that his efforts in support of the gang solidify his turn for the good. An on-going storyline of this sort should reward the Cast Members with an extra experience point or two each time they interact positively with Uncle Ronald. In time, Ronald can be the source of adventure hooks or knowledge, or even a tutor for one of the magically inclined characters.

EXPERIENCE AND DRAMA POINTS

Upon completing this Episode, Cast Members should be awarded a base one to three experience points with bonuses as needed for good roleplaying. Those who discover new and interesting solutions to problems gain more. A bonus experience point should also be given to the Cast if they manage to remove Ronald from the story without killing him.

Drama Points should be given out according to the guidelines in the *BtVS Corebook* (see pp. 130-131).





Appendix

BELL, BOOK AND CANDLE

Chapter Four: Magic, Light and Dark provides basic information on ritual specifics for each Buffyverse spell. Some may want to bring further depth to in-game rituals. This section contains a handy list of practices, references, incantations, and items to choose from when devising spells. As a general rule, assume that you need one item, incantation, or the like for each power level of the spell.

The shopping list is divided into various sections. Try not to pick too many ingredients from any one list. Most spells require a variety of incantations, materials, and general hokum to get the job done.



POINTS OF THE COMPASS

It is common Wiccan practice to “call the corners” when beginning a spell casting. No spell seen on Buffy thus far has done this, but compass points may still find a place in your Series’ spellcraft. Each point has a particular element and season attached to it. We’ve also listed the associated Tarot suite and Buffyverse character type (we made up that last part) as ritual element suggestions.

Direction	Season	Element	Tarot Suit	Buffyverse
North	Winter	Earth	Pentacles/Coins	Vampires
South	Summer	Fire	Wands	Demons
East	Spring	Air	Swords	Magicians/Witches
West	Autumn	Water	Cups	Humans





CALLING ON POWERS

Buffy spells seem to involve frequent invoking of deities, like Thespia and Osiris. We've collected a relatively short list of divinities and their areas of expertise. This is by no means exhaustive.

ANGELS

Gabriel	Love, tolerance, gratitude
Jophiel	Illumination, wisdom, perception
Michael	War (he cast out Lucifer)
Raphael	Healing, truth
Uriel	Death, peace, ministration
Zadriel	Refinement, invocation, transformation

DEVILS

Lucifer Morningstar	Lord of the Devils, Satan, Asmodius, Baalzebub
Astaroth	Time, keeper of secrets
Bael	Invisibility (first lieutenant of Satan)
Belial	Gifts that require sacrifice in return (twin of Lucifer)
Cimejas	Language, the finder of lost things
Dantallon	Secrets, love, knows and changes human thoughts
Glasya-Labolas	Slaughter, turns friends into enemies
Malphas	Construction, building
Murmur	Philosophy, can ask secrets from the dead
Seere	Travel, theft, keeper of hidden treasures
Vepar	Storms, death by infection

EGYPTIAN GODS

Anubis	Lands of the dead
Bast	Cats
Geb	Earth
Hathor	Women, fertility, childbirth
Isis	Magic (mother of the gods)
Nephthys	Dead (mother of Anubis)
Osiris	Death, rebirth (son of Ra)
Qetesh	Love, beauty
Ra	Sun
Set	Chaos
Thoth	Knowledge

ROMAN AND GREEK GODS

Greek Name	Roman Name	Domain
Zeus	Jupiter	Sky, heavens (king of gods)
Poseidon	Neptune	Sea
Hades	Pluto	Underworld
Hera	Juno	Marriage (queen of gods)
Hestia	Vesta	Hearth, home
Ares	Mars	War
Athena	Minerva	Education, science, virginity
Apollo	Apollo/Sol/Pheobus	Sun
Artemis	Diana	Hunt, moon
Aphrodite	Venus	Love, beauty
Hermes	Mercury	Commerce, speed
Hephaestus	Vulcan	Forge, fire
Eros	Cupid	Love
Persephone	Proserpina	Spring (unwilling bride of Pluto)
Dionysos	Bacchus	Wine, revelry
Demeter	Ceres	Earth, harvest
Pan	Inuus/Faunus	Trickery (son of Hermes)

Kastor & Polydeukes

	Kastor & Polydeukes	Domain
Aeolus	---	King of winds
Boreas	---	North wind
Zephir	---	West wind
Notus	---	South wind
Eurus	---	East wind
Iris	---	Rainbow
Aether	---	Light
Hygeia	---	Health
Hebe	---	Youth
Hecate	Trivia	Dark, magic
Eris	Discordia	Discord
Nike	Victory	Victory
Erinyes	Furies	Deliverers of Justice
Eos	Aurora	Dawn
Hespera	---	Dusk
Hypnos	---	Sleep
Nemesis	---	Revenge
Mors	---	Death
Morpheus	---	Dreams





THE MUSES

Clio	History
Urania	Astronomy
Melpomene	Tragedy
Thalia	Comedy
Terspichore	Dance
Calliope	Epic poetry
Erato	Love poetry
Polyhymnia	Songs of the gods
Euterpe	Lyric poetry
Fama	Fame, rumor
Asclepius	Healing, medicine

THE GRACES

Aglaia	Splendor
Euphrosyne	Mirth
Thalia	Good cheer

THE FATES

Clotho	Spun the threads of fate
Lachesis	Measured the threads of fate
Atropos	Cut the threads of fate

CELTIC GODS

Arawn	Underworld
Arianrhod	Moon, reincarnation
Balor	Death (Fomorian king)
Bile	Light, healing
Bran	Poetry, underworld (a hero god)
Brigid	Healing, fertility, the hearth, poetry, smithing, medicine
Cerridwen	Mother, moon, grain
Cernunnos	Fertility, life, animals, the underworld, reincarnation
Cyhiraeth	Streams (spectre haunting wood land streams)
Dagda	Earth, treaties, life, death
Danu	Rivers, wells, prosperity, plenty, magic, wisdom (mother of gods)
Epona	Horses
Gwydion	Warriors, magicians
Lugh	Sun, harvest
Manannan mac Lir	Sea, fertility
Math-Mathonwy	Sorcery
Morrigan	Battles, war, death, strife, fertility
Nuada	Healing, the sun, childbirth, youth, beauty, ocean, dogs, poetry, writing, sorcery, magic, weapons
Ogma	Eloquence, learning
Ogmios	Poetry, language, eloquence

Rhiannon

Sucellus

Taranis

Teutates

Fertility, underworld

Forests, agriculture
(ferries dead to the underworld)

Thunder, master of the sky

War, fertility, wealth

VOODOO LOA

Agwe

Ayida-Wedo

Damballah

Erzulie

Legba

Oggun

Shango

Water, sea

Wisdom
(serpent consort of Damballah)

Wisdom, love, luck
(serpent consort of Ayida-Wedo)

Love, those rejected by love

Paths, crossroads
(appears as an old man)

War, strength

Fire, violent, extreme

CANDLES

Things just don't look properly magical unless you are surrounded by candles. Consider specific colors of candle when looking for ingredients.

White

Green

Brown

Pink

Red

Yellow

Purple

Light Blue

Dark Blue

Orange

Black

Greenish Yellow

Silver/Gray

Protection, peace, purity, truth

Healing, prosperity, fertility

Physical objects, animals, home, hearth, earth

Emotional love, friendships

Sexual love, passion, energy, health, courage, fire

Divination, clairvoyance, mental acuity

Power, healing

Healing, meditation, tranquility, air

Impulsiveness, changeability, shape-shifting, water

Strength, authority, attraction

Absorption of negative energy or evil, loss, confusion, discord

Sickness, cowardice, jealousy

Cancellation, stalemate, neutrality

DATES

Specific dates seem to be essential for any major magic working. The following list of the pagan festivals may be useful. A date is supplied, but the real time depends of moon phases and seasonal shift rather than the calendar. The festivals are listed here in the order they occur in the year, but remember they are part of a cyclic pattern with no real beginning or end.





Imbolc (Feb 2nd)	Fire festival to herald the coming of summer
Ostara (March 21st)	Spring equinox, time of planning and planting
Beltane (April 30th)	Fertility festival celebrating physical and emotional love
Midsummer (June 21st)	Summer solstice, high point for magic and harvesting
Lughnasadh (August 1st)	First harvest, time to finally reap what was sown
Mabon (Sept 21st)	Autumn equinox, time of leave-taking, summer's bounty fades
Samhain (Oct 31st)	All Hallows Eve, Halloween, time of the dead, when the walls between spirit and physical are weak
Yule (Dec 21st)	Winter solstice, sun is reborn, shortest day, winter fades

SIGNS, SYMBOLS, AND LANGUAGE

Whether spoken or written, word and symbols have power. They allow you to focus your mind and power in a definite direction.

Each element has a symbol, and so do most demons. Some are as simple as a triangle while others resemble circuit diagrams. The most common symbol is of course the circle. Any large-scale spell in the Buffyverse seems to require sitting in a magic circle to cast. Circles are usually used for warding, and therefore protect the caster from any harmful magic they may call up. Just for the record, there are two ways of moving inside a magical circle, Deosil (clockwise) and Widdershins (counterclockwise). That will impress the Wicca wanna-bes.

Another symbol worth mentioning is the pentacle. This is a five-pointed star inside a circle. It represents the four elements and the spirit, and is a powerful symbol of protection. This is why you see dark sorcerers standing in pentacles to do their magic. If you are playing with terrible forces of darkness, you need all the protection you can get.

There are three languages of choice for magic. Latin is the most obvious, but a close second is Hebrew. Interestingly all Hebrew letters have an associated number, which allow you to add up the value of words. Seeking meaning in the relations between words and their numbers is a whole branch of occult lore called Numerology. The last language worth looking at is Enochian—developed by an Elizabethan sorcerer called John Dee. It is made up of lines connected together with circles in odd patterns.

HERBS AND ODDMENTS

HERBS

Cinnamon	Business, divination, healing
Cyclamen	Protection
Frankincense	Peace, purification
Hemlock	Death, dark magic
Jasmine	Love, money
Mandrake	Fertility
Mugwort	Divination
Nutmeg	Divination
Patchouli	Divination, money
Rosemary	Divination, healing, love, mental power, protection, purification, youth
Rue	Mental power, purification
Sage	Healing, money

ITEMS

Arrow	News
Basket	Gifts
Bees	Industry, community
Bell	Celebration (marriage), death (funerals)
Broom	Purification (sweeping out)
Cauldron	Transformation
Clock	Time
Crown	Success, power
Egg	Fertility
Eyes	Perception, evaluation
Hair	Thought, wisdom
Key	Enlightenment (unlock the mysteries)
Mirror	Divination, protection (reflects power)
Salt	Purification, protection, warding
Sword	Direction, conflict

CRYSTALS

Amber	Aids memory and past regression
Amethyst	Aids enlightenment and mental clarity, dispells illusion, helps meditation, intuition, healing, and inspiration
Carnelian	Aids healing
Clear Quartz	Dispels negativity, excels at moving and manipulating raw energy
Hematite	Aids prosperity and general mental well being, inspires optimism, courage, personal magnetism
Malachite	Aids prosperity
Rose Quartz	Aids forgiveness and love
Smoky Quartz	Releases negativity, enlightens darkness, boosts dreams and channeling
Sodalite	Aids clarity, communication, and insight
Turquoise	The master healing stone





TWO GREAT TASTES . . .

The *BtVS Corebook* presents a quick and dirty way to convert the Buffy magic system over to *CJ Carella's WitchCraft* and other **Unisystem** games. Here we present further details for importing supernatural powers (called Metaphysics) from *WitchCraft* to your *Buffy Series*. After all, the *WitchCraft* game is all about magic (and witches, of course). The big difference between the cinematic **Unisystem** used in Buffy and other grittier **Unisystem** games is Essence.

We'll begin by adapting some of the new rules from this book to the *WitchCraft* Essence system, and then convert the Essence-based powers to the *BtVS RPG*. Oh, and just FYI, throughout this section Buffy magic is called Ritualism and *WitchCraft* magic is called Invocations. Calling them both "magic" gets confusing, toot de sweet.

PUTTING RITUALISM IN WITCHCRAFT

Even when powered by Essence, Ritualism is pretty different from other Arts—anybody can use it to spend Essence and make Willpower and Occult Knowledge Tasks . . . even Mundanes and others (like Ferals) who usually can't use Invocations! Each Ritualism spell is specially designed to gather and dismiss just enough Essence to power a single magical effect. Like rituals that provide power for Invocations, this Essence is drawn from the environment around the caster. However, they also tend to take a toll on the caster herself—when the spell takes effect, the caster loses Essence equal to the spell's Power Level.

If a Ritualism spell may be Quick Cast, Gifted characters may opt to draw the Essence entirely from their own pools rather than from outside sources. In this case, Essence may be spent freely (without the need to channel it over time). The Essence cost is higher than performing the ritual normally, however (see *BtVS Corebook*, p. 234). The Gifted may still choose to perform the full ritual instead if they don't wish to deplete their Essence Pools so severely. Spells that may not be Quick Cast must be cast normally; Gifted characters may not power these from their own Essence reserves.

The Essence conversion chart in the *BtVS Corebook* only goes to Power Level 6. To find the Essence cost for Quick Cast spells with a Power Level above six, follow the same formula: square the Power Level (that is, multiply it by itself).

Using these Ritualism rules in *WitchCraft* eliminates the need for the Sorcery Quality. In order to convert a character with the Sorcery Quality from the *BtVS RPG* to *WitchCraft*, give her the Gift, then one level of Essence Channeling and five extra Essence per level of Sorcery.

POWER BOOSTING

For non-Ritualism Arts, each level of the power boost gives the character five Essence Points and one level of Essence Channeling. For every five Essence points spent from the boost, the extra levels of Channeling are reduced by one. A non-Gifted character who receives a power boost is treated as Gifted for the duration. Gifted characters can detect the power boost like any other large accumulation of Essence.

ENCHANTING AND SUPERSCIENCE

These items can be treated as special applications of the Empowerment Greater Invocation from the *Mystery Codex* (see p. 152). The exact Essence cost of the item is determined just like a spell's. The *WitchCraft* setting doesn't really support "superscience" items like the Buffyverse does, but they might be appropriate for Combine agents or as a variant of Atlantean Arcana (see *Abomination Codex*, p. 123).

PSYCHIC QUALITIES

The psychic Qualities presented in this book don't really fit in *WitchCraft*. Most of them replicate the effects of Seer powers and are too cheap in comparison.

SACRIFICING

In a *WitchCraft* game that allows enchanting (as opposed to the Consecration and Empowerment Invocations), sacrificing a magical artifact unleashes a quantity of Essence equal to the item's Power Level, which can be tapped for Invocations and other Essence-powered effects. Sacrificing health has the same effect as described in **Chapter Three: The Art of the Arts**. Endurance may also be sacrificed, but it takes ten points of Endurance to equal the effect of five Life Points.

IMPORTING WITCHCRAFT METAPHYSICS

To expand your players' options, the various supernatural arts from *WitchCraft* can be included in *Buffy RPG* game sessions.





In *WitchCraft* and other **Unisystem** games, a five-point Quality called the Gift is a prerequisite for all Metaphysics. In the *BtVS RPG* though, supernatural abilities are on the whole cheaper than they are in *WitchCraft* games. As a result, the Gift is not included in these rules—if you want to restrict access to these powers, each Art has a list of suggested prerequisites. You can require players to purchase any or all prerequisites before they can acquire that Art. Feel free to add or remove prerequisites from each as you think appropriate.

In the rules below, Essence requirements have largely been replaced by a system involving Success Levels. *WitchCraft* players may notice that the rules are not exactly the same. In each case, we've tried to adapt the Art to the *BtVS RPG* as accurately as possible, replicating the feel and concept rather than the exact *WitchCraft* rules. In all cases, using one of the following powers is considered the same as casting a spell—there's a -2 cumulative penalty with each repeated casting, and anything that inhibits the use of Ritualism also applies to these arts. Additionally, each ability takes at least as long to use as a Quick Cast spell does.

INVOCATIONS

An Invocation could represent a profound connection with All Things Magical that goes far beyond mere Sorcery, or it might be an innate mystic knack. Perhaps it's a power granted by a Demonic Tutor (see p. 28), or a secret taught only to members of a certain Magical Family (see p. 31). Each Invocation is a separate two-point per level Quality. The various types and the effects possible with them are detailed in *C.J. Carella's WitchCraft* and *Armageddon*.

To cast an Invocation, the character first decides the exact effect she wants to create. You then go through the spell-creation process from **Chapter Three: The Art of the Arts**. The result is the Power Level of the effect (restrictions and casting time don't decrease the Power Level of an Invocation effect). Only one Invocation may be used at a time.

Next, the player rolls to cast the Invocation effect. This works exactly as for Ritualism, using the level of the Invocation instead of Occultism. The Sorcery Quality adds to any Invocation roll, up to a maximum of +5. If the number of Success Levels is equal to or greater than the Power Level, the effect works. If not, it's just like a Ritualism spell failure (side effects should be appropriate to the type of Invocation). Invocations that in *WitchCraft* penalize the caster's Essence Pool while they are in effect (e.g., Consecration, Shielding) add an additional -2 to all casting rolls until dismissed.

Suggested Prerequisites: Willpower 5+; Sorcery; Contact (Teacher), Demonic Tutor, Magical Family, or Group Membership; Occultism.

SEER POWERS

These are psychic abilities, and users are called Seers. Each power is divided into Strength and Art levels—characters can have great raw talent but little skill at controlling it, or vice versa. Seer Powers are bought as Qualities. Strength for each ability costs three points per level, and Art for each ability costs two points per level. Specific Seer Powers are detailed in the *C.J. Carella's WitchCraft*, *Armageddon*, and *Terra Primate*.

In general, Seer Powers don't mix with the psychic Qualities presented in this book. You should choose one or the other for your *BtVS RPG* Series. If you decide to use them together though, each level in one of those Qualities adds +1 to either the Strength or Art in the associated Seer Power. Likewise, each level of the Sorcery Quality adds +1 to either Mindhands Strength or Art.

Suggested Prerequisites: Willpower 3+; Empathy, Psychic Visions, Psychometry, Telekinesis, Telepathy, and/or The Sight.

NECROMANCY

Where the Spirit Medium Quality (see p. 33) ends, Necromancy begins. There are four Necromantic paths: Death Lordship, Death Mastery, Death Speech, and Death Vessel. They are activated by using the Wild Card (Necromancy) Skill, which is bought like any other skill. Each Necromantic Path is a separate two-point per level Quality. They are discussed in detail in *C.J. Carella's WitchCraft* and *Armageddon*.

To use a Necromantic power, the Cast Member must first have access to its path and level. The player rolls and adds Wild Card (Necromancy) and an Attribute (the appropriate one varies from power to power). If the Success Levels equal or exceed the level of the power, the user succeeds. If not, consult the Ritualism spell failure tables. Note that this roll only activates the power. If its use requires another roll, that must be made separately.

In the Buffyverse, a Necromancer might be a Spirit Medium who has taken the time to develop her powers, or someone who has had a near-death experience that awakened some latent talents. If a dead Cast Member pays the Drama Points for the Ghost with the Most option (see *BtVS Corebook*, p. 129), these would be good new powers for her to have.

Suggested Prerequisites: Spirit Medium; near death experience of some sort.





DIVINE INSPIRATION

Whether Divine Inspiration is a gift from On High, a by-product of pious faith, a special kind of magic, or a secret demonic legacy is up to you as the Director. Just keep in mind that in the canonical Buffyverse, aside from crosses, religion doesn't seem to have any special powers or abilities. Divine Inspiration cannot help but bring thorny theological implications to your Series. Three things should be made clear to players though. First, only the truly faithful have these powers. Second, these powers do not function when their use is not in line with the Great Master Plan (that's always your call). Third, frivolous use tends to make them go away.

The Inspired must first acquire the five-point Divine Inspiration Quality. It is a prerequisite for Miracles, which are each five-point Qualities. The various types of Miracles are described in detail in *CJ Carella's WitchCraft*, *Armageddon*, and *All Flesh Must Be Eaten*.

Using a Miracle requires the Cast Member to make a Willpower (doubled) roll. If she gets one or more Success Levels, the Miracle activates. If not, nothing happens.

All Inspired characters may attempt to prevent any supernatural power from activating through the Denial. Any Success Levels in a Willpower (doubled) roll are subtracted from the Success Levels of the target's roll to use her own power. A vampire being a vampire and a witch being a witch don't count as "using a supernatural power," but a vampire using hypnosis and a witch casting a spell do.

Inspired characters may not have the Sorcery Quality, any of the Arts in this appendix, or the Enchanter, Demonic Tutor, or Medium Qualities from this book. They may cast Ritualism spells, but any that go against their faith could result in the loss of their Miracles, temporarily or permanently. Additionally, demons, vampires, robots, and werewolves may not be Inspired. (Whether Slayers may be really up to you, but once again be aware of the theological implications . . .)

Suggested Prerequisites: Willpower 4+; Group Membership (religious organization); Zealot; Wild Card (Theology).

DISCIPLINES OF THE FLESH

Some people experience an event or events in their past that are so traumatic, they follow them throughout their lives. The Disciplines of the Flesh grant their possessors the ability to channel this inner trauma into bizarre mystical shape-shifting abilities. The user must have Anguish, a skill-like ability that costs two points per

level Quality; each Discipline costs four points. The Disciplines of the Flesh are detailed in the *Mystery Codex*.

To activate a Discipline, the user must roll Anguish and the appropriate Attribute. The number of Success Levels determines the effect—these are generally unchanged from their Essence-based versions. Reshape is the main exception—one Success Level allows for Minor Changes, two for Noticeable, etc.

Suggested Prerequisite: One level of Emotional Problems or Mental Problems, or Recurring Nightmares for each Discipline or level of Anguish (the character receives no points for these).

TAO-CHI

Mystically powered martial arts are a staple of the modern fantasy genre. Users call on an inner source of energy, called chi, to accomplish astonishing feats. Each Chi Power, including Chi Mastery, is bought as a separate Wild Card Skill. As described in the *Mystery Codex* (see p. 170-174), Tao-Chi is only available to characters with a Constitution of 2+, and no Chi Power may be higher than the user's current level in the Kung Fu or Wild Card (Chi Mastery) Skills.

Using a Tao-Chi power requires an Attribute and Chi Power roll. Ignore the Essence costs listed; instead, each Success Level gives the user +1 to the appropriate Attribute.

Suggested Prerequisites: See above; Group Membership (temple) or Contact (sensei); Acrobatics or Kung Fu 6.

THE KEYS OF SOLOMON

Among those few in the know, there's a fevered debate on what exactly the Keys are, where they came from and why. Some believe they are the fundamental building blocks of magic, while others think they are special versions of Divine Miracles. All that is certain is that they are a well-kept secret for any group who has access to them. In the *WitchCraft* setting they are restricted to the mysterious and very secretive Knights Templar. Consider carefully before making them commonly available in your game.

Like Miracles, Keys require a Willpower (doubled) roll to activate. Each Key is a separate six-point Quality. They are described in the *Abomination Codex*.

Suggested Prerequisite: Group Membership requiring Obligation (Total).





SPIRIT PATRONS

Sometimes it's possible to get a powerful entity to take an interest in a Cast Member in a non-lethal sort of way. In the Buffyverse, this sort of thing is fairly dangerous—there are more malevolent entities out there than benevolent ones, and making a special arrangement with a potential Big Bad probably isn't the greatest idea . . .

If Cast Members are willing to take the risk though, consider giving them access to Spirit Patrons. The exact cost of the Spirit Patron Quality or Drawback depends on the abilities granted to the character, and what she has to do to earn (and repay) them. Pre-requisites also vary. Spirit Patronage is described in detail in the *Abomination Codex* and *Armageddon*.

TAIN'T POWERS

Perhaps contact with a nasty demon dimension has changed a character in some ineffable way, or she's been horribly altered by a True Demon in order to serve some Deep Dark Purpose. The concept of Taint is tied closely with that of Essence in the *WitchCraft* setting; in the *BtVS RPG*, these powers rely on resisting the urge to submit to whatever scary thing has influenced the character. Resistance depends on the Wild Card (Anchor) Skill, which is bought like any other skill. Each Taint Power is a five-point Quality. Taint Powers are described in the *Abomination Codex*.

Players need not roll to activate Taint Powers for their characters—this happens automatically, since the corruption “wants” to continue consuming the character. However, the character needs to make a Willpower and Wild Card (Anchor) Skill roll after the power manifests to resist instantly gaining a level of the Emotional or Mental Problems Drawback, the Recurring Nightmares Drawback, or suffering -1 to Attractiveness or a mental Attribute. Each attempt to resist the call of the demon dimensions suffers the cumulative -2 repeated casting penalty. It is recommended that you require at least one roll per Episode (if not per session)—any situation that is particularly traumatic would warrant it.

The Drawback(s) until the end of the Episode, at which point the character rolls Willpower and Wild Card (Anchor) again, with the total Drawback value as a penalty. Each Success Level means one point worth of these Drawbacks isn't permanent.

Some groups of Tainted have techniques for reducing the negative effects of their demonic powers. Follow the Catharsis rules from the *Abomination Codex*. Each Success Level in the roll removes one point worth of permanent Drawbacks acquired in the course of an Episode.

Suggested Prerequisites: Secret, Emotional or Mental Problems, or Recurring Nightmares, all without earning the character extra points.

ATLANTEAN ARCANIA

The heirs of Atlantis are a group of immortals with access to ancient secret knowledge. If that idea doesn't fit into your Series, the Atlantean Arcana still might. Each item of arcana is a separate enchanted/superscience item (which one is up to you). The Knowledge Cost given in the *Abomination Codex* or *Armageddon* is the Power Level for the Enchanter or Superscientist's roll. This is the cost to make the basic quantity listed.

Suggested Prerequisites: Group Membership in some organization with a huge library; Magical Family.

OTHER WITCHCRAFT RULES

The *WitchCraft* magic systems have several special rules that affect their use. They might be useful additions for your *Buffy* Series.

THE CROWD EFFECT: Each row on the Crowd Effect Table decreases a caster's roll by one Success Level. So trying to cast a spell in a room with 17 doubling witnesses would counteract one Success Level, while 60 people would cancel out three Success Levels. Note that this isn't very faithful to the Buffyverse—Amy turned herself into a rat in front of a lot of mundane folks, for instance. Nonetheless, it could provide yet another reason for Witches to avoid showy displays.

ESSENCE GATHERING: In *WitchCraft*, casters channel energy out of their own bodies into their spells, or use rituals to tap the Essence from the world around them to power their Metaphysics. These rituals have been incorporated into each Ritualism spell, but haven't been included in the Arts in this Appendix. To simulate a build up of power before triggering some kinds of mystical effects, the following spell may be added to your *BtVS* Series.

ENERGY CHANNELING

QUICK CAST: No

POWER LEVEL: 2

REQUIREMENTS: A short, but involved, ritual. It may incorporate numbers, places, symbols and times of power, as described below. The exact ritual should be decided on by you and your player.

EFFECT: Each Success Level when casting this spell gives the caster +1 to her next casting roll. This is used to gather energy for Invocations and Necromancy, but with your permission may also be used on Ritualism spells





and other Metaphysics. It may not power Divine Inspiration, the Keys of Solomon, Taint Powers, or any Invocation that must be powered by the user's own Essence. The mystic power infusing the caster is obvious even to the most mundane observer, and must be used within the next minute or it begins to damage her (one Life Point per Success Level per Turn until discharged).

NUMBERS, PLACES, SYMBOLS AND TIMES OF POWER: Each of these incorporated into a ritual adds a +1 to the casting roll. This is a modifier to a Ritualism spell—if a player wishes to use its benefits on one of the Metaphysical Arts from this Appendix, they may be applied to the Energy Channeling spell above.

WITCHCRAFT ASSOCIATIONS AS BUFFY GROUPS

In the *WitchCraft* game, most Cast Members are part of an Association, an organization of like-minded folks who come together for some reason or another. What follows are the costs for using the *WitchCraft* Associations in your *Buffy* Series. Some may not fit the *Buffy* mythos or your Series. But we're sure you'll figure a way around that.

Members of each Association get a special ability of some sort. The cost for the ability is indicated. If you feel it is inappropriate for your setting, just subtract it from the value of the group.

Specific membership numbers are not given for any of these groups. How widespread they are depends mostly on how you plan to introduce them to your *Buffy* Series.

† THE BROTHERHOOD OF THE ROSE CROSS— † THE ROSICRUCIANS

TYPE: Mutual Aid

SOURCE: *C.J. Carella's WitchCraft, Power & Privilege: The Rosicrucian Sourcebook*

COST: 7-point Quality—Occult Library (Amazing) (5), can obtain teaching (1), wealthy and powerful (2), members must obey leaders (-2), Honorable (Mild) (-1), special ability (2)

IN THE BUFFYVERSE: A large occult organization with contacts in every part of the world, the Rosicrucians are a secretive bunch. Their primary concern is developing their own magical abilities, and they punish members severely if they misuse magic. The Rosicrucians could be good rivals for the Watchers Council.

SPECIAL ABILITY: Rosicrucians have a +2 bonus on any spell to summon or control supernatural entities.

† THE CABAL OF PSYCHE

TYPE: Mutual Aid

SOURCE: *C.J. Carella's WitchCraft*

COST: 2-point Quality—Occult Library (Minimal) (1), members must help one another (-1), can obtain training (1), special ability (1)

IN THE BUFFYVERSE: An underground movement for psychics, rescuing those in trouble and training them in the use of their powers. The Cabal isn't concerned with magic, demons, or the fight between good and evil. In fact, they might not even know about any of that stuff.

SPECIAL ABILITY: Psychic members of the Cabal gain a +1 bonus to rolls when using one specified psychic power. Non-psychic members gain Resistance (Mystical) 1.

† THE COVENANT OF LEGBA

TYPE: Religious Group

SOURCE: *Abomination Codex*

COST: 5-point Quality—Occult Library (Good) (2), members share knowledge (1), special ability (2)

IN THE BUFFYVERSE: The Legbans are a large sect of Voodoo practitioners. (If you're using the Metaphysics conversions above, the Covenant of Legba has access to Necromancy and Spirit Patrons.)

SPECIAL ABILITY: +2 to any necromantic Ritualism spell or one free level of the Wild Card (Necromancy) Skill.

† THE FELLOWSHIP OF JUDAS— † THE ISCARIOTS

TYPE: Goal-based

SOURCE: *Mystery Codex*

COST: 2-point Drawback—Occult Library (Minimal) (1), help members in need (-1), Honorable (Rigid) (-3), special ability (1)

IN THE BUFFYVERSE: While most demons are irredeemably evil, some have shown evidence of wanting to reform themselves. The Iscariots are a group of "aberrant" demons, and even a few vampires, who have dedicated their existences to atoning for their misdeeds and even aiding humanity at times. This might be an option if one of your players wants to play a "humane" vampire and doesn't want to go with the ol' Gypsy curse explanation.

SPECIAL ABILITY: Undead and demon Iscariots gain Resistance (Mystical) 2; the rare human member acquires Resistance (Demonic Powers) 2. These bonuses only apply when the Iscariot is performing an act of redemption or altruism.





† THE HOUSE OF THANATOΣ

TYPE: Mutual Aid

SOURCE: *Mystery Codex*

COST: 4-point Quality—Occult Library (Impressive) (3), can obtain teaching (1), members perform dark magic (-2), special ability (2)

IN THE BUFFYVERSE: The Thanatoi are concerned primarily with death. A large number of the members are ghosts and vampires, and rumors persist about ancient mummy-lords and a few human sorcerers who've translated themselves to an undead state. (Note that this group has little applicability in the Buffyverse given the irredeemably evil nature of most undead beings.)

SPECIAL ABILITY: Thanatoi get a +2 to resist the special powers of undead creatures (e.g. hypnotism, possession) and on any Fear Tests.

† THE KNIGHTS TEMPLAR

TYPE: Hierarchical Order

SOURCE: *Abomination Codex*

COST: 5-point Quality—Occult Library (Impressive) (3), can get training (1), must obey leaders (-2), wealthy and powerful (2), members can't leave without permission (-1), special ability (2)

IN THE BUFFYVERSE: A group of astonishingly powerful secret agent types who have dedicated themselves to defending humanity against the supernatural. (If you're using the *WitchCraft* Metaphysics conversions above, the Knights Templar have access to the Keys of Solomon.)

SPECIAL ABILITY: +1 to any two physical Attributes, or two points in social- and status-related Qualities, or a combination of the two. (Attribute bonuses may not stack, and may not raise an Attribute above the human maximum.)

† THE LODGE OF THE UNDYING

TYPE: Goal-based

SOURCE: *Abomination Codex*

COST: 6-point Quality—Occult Library (Impressive) (3), can get training (1), special ability (2)

IN THE BUFFYVERSE: Some supernaturally long-lived creatures (demons, vampires, immortals) have banded together for mutual protection and to shepherd society toward their own long-term goals. (If you're using the Metaphysics conversions above, some of the human members of the Lodge might have access to the Atlantean Arcana.)

SPECIAL ABILITY: Lodge members get one free level of the Occultism Skill.

† THE MOCKERS

TYPE: Mutual Aid

SOURCE: *Abomination Codex*

COST: 1-point Quality—Occult Library (Minimal) (1), help members in need (-1), members cannot leave the group without permission (-1), special ability (2)

IN THE BUFFYVERSE: A loose grouping of people who've been "touched" by True Demons and evil gods. Some are actually refugees from demon dimensions, while others were driven to the point of madness from witnessing squamous horrors from beyond this reality. (If you're using the *WitchCraft* Metaphysics conversions, some Mockers have Taint Powers.)

SPECIAL ABILITY: Non-tainted Mockers gain Resistance (Demonic Powers) 2; the tainted gain one free level of the Wild Card (Anchor) Skill.

† THE POMADS

TYPE: Mutual Aid

SOURCE: *Abomination Codex*

COST: 1-point Quality—help members in need (-1), special ability (2)

IN THE BUFFYVERSE: A group of bikers and "professional RV-ers" wandering the countryside, righting wrongs and generally looking like something out of a Lorenzo Lamas show. Many are werewolves or other shape-shifters. Perhaps they are archenemies of the Hellions from 6.1 and 6.2 Bargaining . . .

SPECIAL ABILITY: Members gain +2 to resist involuntary shape-shifting transformations (if applicable) or gain +2 on Fear Tests.

† THE PARIAHS

TYPE: Mutual Aid

SOURCE: *Mystery Codex*

COST: 3-point Quality—Occult Library (Minimal) (1), help members in need (-1), members share knowledge (1), special ability (2)

IN THE BUFFYVERSE: Most people living on the streets are doomed to a short, painful existence, usually ending at the fangs of a vampire. Some have learned to channel their anguish and are doing their best to protect others with their powers. (If you're using the optional Metaphysics conversions above, some Pariahs use the Disciplines of the Flesh.)

SPECIAL ABILITY: Pariahs with the Disciplines of the Flesh get one free level of the Anguish Quality; others gain +1 to Willpower.





THE SOCIETY OF SENTINELS

TYPE: Goal Based

SOURCE: *C.J. Carella's WitchCraft*

COST: 1-point Quality—Occult Library (Good) (2), Honorable (-1), must obey leadership (-2), special ability (2)

IN THE BUFFYVERSE: A shadowy group of holy warriors dedicated to protecting mankind from the encroachment of demons and vampires. The Sentinels are an ecumenical organization—members set aside theological differences and focus on The Good Fight. They tend to view all supernatural manifestations as bad—what would they make of a Slayer, or a good demon? (If you use the Metaphysics conversions above, many Sentinels are Inspired.)

SPECIAL ABILITY: All Sentinels have Resistance (Mystical) 2.

THE STORM DRAGONS

TYPE: Hierarchical Order

SOURCE: *Mystery Codex*

COST: 4-point Quality—Occult Library (Impressive) (3), help members in need (-1), can get training (1), Honorable (Mild) (-1), special ability (2)

IN THE BUFFYVERSE: Ancient sages and mystic warriors work side by side to fight the forces of darkness and look cool doing it. (If you're using the optional Metaphysics conversions above, the Storm Dragons have access to Tao-Chi.)

SPECIAL ABILITY: +1 to any two different physical Attributes.

THE TWILIGHT ORDER

TYPE: Mutual Aid

SOURCE: *C.J. Carella's WitchCraft*

COST: 6-point Quality—Occult Library (Good) (2), can obtain training (1), teach each other spells (1), special ability (2)

IN THE BUFFYVERSE: The Twilight Order is an organization of Spirit Mediums and Witches dedicated to the study of the realms between life and death, ghosts, and spirits. (If you're using the Metaphysics rules above, the Twilight Order uses Necromancy in addition to Invocations.)

SPECIAL ABILITY: Members with the Spirit Medium Quality gain a +2 bonus to spells that deal with the spirits of the dead; all others gain one free level of the Occultism Skill.

THE WICCE

TYPE: Religious Group

SOURCE: *C.J. Carella's WitchCraft*

COST: 4-point Quality—Occult Library (Impressive) (3), help members in need (-1), teach each other spells (1), Honorable (Mild) (-1), special ability (2)

IN THE BUFFYVERSE: Small covens are sometimes members of a larger overarching network of Witches and pagans spread worldwide. This isn't a governing body of any sort, just a loose alliance that has built up over time.

SPECIAL ABILITY: Wicce get a +2 to all rolls to cast defensive spells. Additionally, a +2 penalty is added to any backlash rolls for harmful spells directed at a Wicce.

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Mangus Tripod 67

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Spell of Secret Protection 69

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Witchfinding 65

POWER LEVEL 2

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Summon Mark of Eyghon 84

POWER LEVEL 3

Etheric Scanning 73

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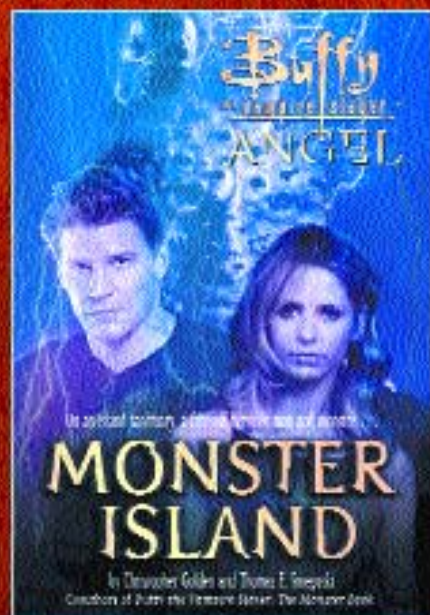


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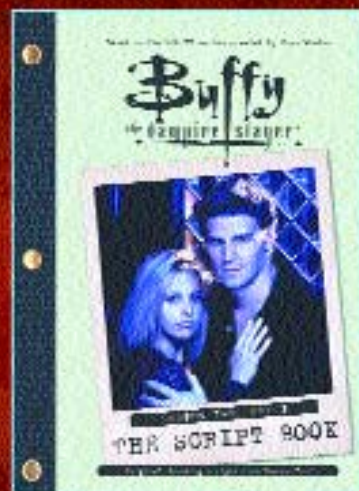
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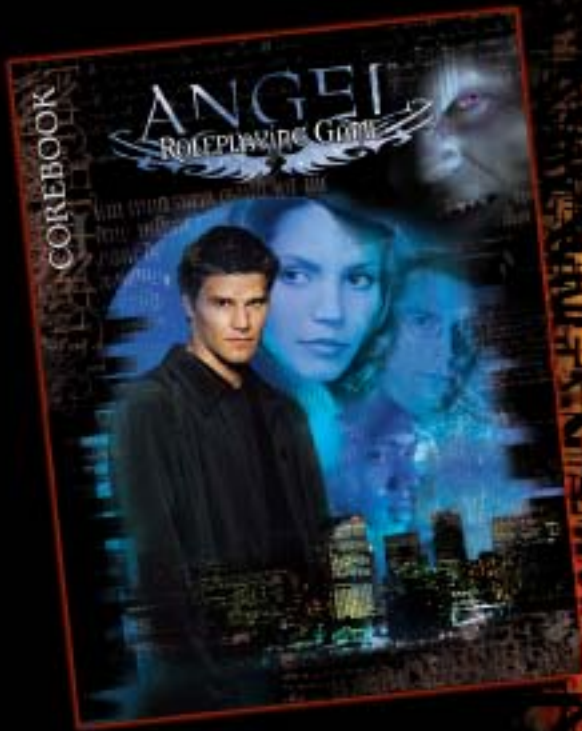
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EDN6000 Buffy - The Vampire Slayer RPG Errata

page 3: Say it isn't so, not a typo in the Table of Contents. Yes, Virginia, it's true. How embarrassing! What's most surprising is that four pairs of eyes looked at "Archeytypes" and saw "Archetypes." Sigh.

page 34: The Acute/Impaired Senses Quality/Drawback should have specified that it has four (not five) versions: Eyesight, Hearing, Touch, and Smell/Taste. The Werewolf Quality on page 51 includes the last of these as a Quality -- Acute Senses (Smell/Taste).

page 56: The quote under the Mr. Fix-it skill should have been attributed to 5.15 I Was Made to Love You. Also, the text should include the word "plumber," not "plummer."

page 60: In the last paragraph of the New Slayer's background, "That makes me a feel a bit better" should be "That makes me feel a bit better."

page 67: The quote for the Martial Artist should refer to "your left cheek."

page 68: The Psychic should not have the Drawback "Charisma -1." That Drawback does not exist in the *BtVS* RPG. It should read "Bad Luck 1 (1)."

page 80: The Former Vampire Groupie's "Criminal Acts" skill should read simply "Crime." Her Bow Shot Bonus should read 9, and the Through the Heart Bow Shot 6. Unlike Getting Medieval, her Wild Card (Archery) skill does not suffer the -2 for Bow Shot.

page 82: The Amateur Hunter's Misfit Drawback should be worth 2 points, not 1. Add in another level of Good Luck or Hard to Kill if you like. Or use the extra point to take a new Quality or increase a skill.

page 84: Buffy should have the Psychic Visions Quality.

page 88: Spike should have Languages 3 at least. He knows English, Fyarl, and either Cantonese or Mandarin (he did spend a good portion of time in China). No doubt he learned a few others during his more evil years, but we'll leave that to you to decide.

page 96: At the end of Spike's seasonal adjustment paragraph, the last few words should read "and by three each for Season Two."

page 97: In Cordelia's adjustment, her name is spelled "Coredia". That's just a pet name used by her father . . . yah, that's it . . . and . . .

page 104: In Par Example, the Cast Member should have to tie or beat a value of 14, not 16.

page 109: Slight adjustment in the last four sentences of the Break Neck maneuver:

"If the total damage reduces the defender to -10 Life Points, she must pass a Survival Test (see p. 121) with an added penalty equal to the Success Levels of the Break Neck attack (in addition to any normal Survival Test modifiers; this is due to the very sensitive nature of the neck area for us normal human types). If she fails, you get that telltale crunching sound with fatal results. If the defender is a vampire and the successful attack reduces it to -10 Life Points, she has to pass a Survival Test (but no special modifiers are applied; undead aren't so sensitive—in any sense of the word). On a failure, her head is twisted off and he is dusted—gruesome but pretty impressive."

page 109: Decapitation is missing a Survival Test requirement. It should read:

"Decapitation: Your basic samurai killing slash—it needs a sword, axe, or similar large scale cutting implement. Decapitation uses a Dexterity and Getting Medieval - 5 roll, or the Combat Score - 5, but damage is multiplied by five (after Success Level bonuses are added and armor effects subtracted; damage type is not applied; weapon damage is listed on p. 240). If the damage is enough to reduce the victim to -10 Life Points or less, a Survival Test is in order. If that fails, the head comes off, and the rating of the show goes up to TV-M. Flashy way to dust vampires (see p. 168)."

page 113: The Wrestling Hold description is missing a roll. After the attacker succeeds with a Grapple roll, she must make a Strenght and Kung Fu -2 (or Muscle Score -2) roll. That roll provides the Success Levels for the -1 per Success Level hinderance on the defender. The Combat Maneuvers table on page 239 has it right.

page 113: Under Knockdowns, the text states that a character cannot attack for the remainder of the Turn she is knocked down. After the first Turn, the prone penalty would apply until the character got up (which would take an action normally, no action on a Dexterity and Acrobatics roll). The prone penalty on attack and defense actions is incorrect. It should be -4, not -2.

page 115: Multiple shots with a gun degrade by -1 per shot, not one Success Level per shot.

page 116: Burst fire should have specified that it can be used more than once per Turn just like multiple shots with a semi-automatic gun. Each subsequent burst loses one Success Level.

page 120: The damage for the Submachine Gun should be 12, not 9.

page 123: The text under Breaking Things should clarify that damage types (Slash/stab, Bullet, etc.) modifiers are inapplicable to inanimate objects.

page 124-125: The sample combat contains a couple of errors. Rather than trying to explain where they are, we have included a complete [copy of the example with revisions](#).

page 156: Add Attractiveness +3 to Amy Madison's Special Abilities.

page 156: Add Attractiveness +2 to Harmony Kendall's Special Abilities.

page 158: Add Attractiveness +3 to Jenny Calendar's Special Abilities.

page 168: The vamp is entitled to a Survival Test just like anyone else before decapitation and dusting (see errata above concerning page 109).

Page 169: Brand-new vamp's Bite Score should be 14, and the damage 18.

Page 170: Vampire minion's Bite damage should be 19.

page 172: Add Attractiveness +3 to Darla's Special Abilities. Add Attractiveness +4 to Dracula's Special Abilities.

page 177: Add Attractiveness -5 to the Judge's Special Abilities.

page 178: Add Attractiveness -4 to the Sister of Jhe's Special Abilities. Add Attractiveness -6 to the Telepath Demon's Special Abilities.

page 180: The jump cite for the demon ability is wrong under the Natural Attacks heading. It should be p. 175, not p. 165.

page 181: Add Attractiveness -8 (as monster) to Ms. Natalie French's Special Abilities.

page 184: Add Attractiveness -6 (as monster) to James/Grace's Special Abilities. Add Attractiveness -4 to Daryl Epps' Special Abilities.

page 187: Add Attractiveness -3 to the Master's Special Abilities. Add Attractiveness +3 to Drusilla's Special Abilities.

page 189: Add Attractiveness +2 (as Mayor)/-8 (as monster) to the Mayor's Special Abilities. Also, his Life Points in True Demon form are understated. They should be 400.

page 190: Add Attractiveness -6 to Adam's Special Abilities. Also, his Dodge should be 24, same as his Combat Score. He often chose not to dodge, but that doesn't undermine his abilities.

page 191: Add Attractiveness +4 to Glory's Special Abilities.

page 228: The quote from 4.20 The Yoko Factor under the Mr., Mrs., and Miss heading should have been attributed to Riley, not Buffy.

page 240: The damage for the Pistol Crossbow should be 10, not 1. The damage for the Submachine Gun should be 12, not 9.

page 240: The ranges for pistols and rifles are provided on page 115. Information on which weapons use which ranges classes was omitted on the Base Damage Table notes section. It is as follows:

Pistol ranges: Big Ass Pistol, Big Pistol, Bow, Crossbow, Pistol, Pistol Crossbow, Popgun, Shotgun, Submachine Gun, Taser Rifle

Rifle ranges: Assault Rifle, Hunting Rifle

EDN6010 Buffy - The Vampire Slayer Revised RPG Errata

Page 110: "It could be witches / Some evil witches! / Which is ridiculous / 'Cause witches, they were persecuted / Wicca good and love the earth / And women power / And I'll be over here." Tara, the white Wicca, was the sweetest and goodest of the Scoobies. She should definitely not be following Angel's lead and have a Wild Card skill in Torture. That should read Horseback Riding.

Page 135: The end of the multiple actions Example Me, Baby is incorrect. The vamps have an attack total of 20 as each gains +2 to his attacks due to the multiple opponents rule immediately following the example.

Page 135: The multiple opponents rules applies fully only when the combatants are using melee attacks. In ranged combat, multiple opponents get a flat +1 bonus (no more) each if

more than two attackers engage the character. Ranged combatants don't aid each other in the same way melee attackers do.

EDN6002 Buffy The Vampire Slayer RPG - Slayer's Handbook Errata

page 2: Despite their fine work on the character speak section in the appendix, James and Marianne Wilber were omitted from the Additional Writers byline. Floggings will commence shortly.

page 48: The Slayer-In-Training Archetype is missing a point in Attributes. Increase her Perception from 2 to 3.

page 116: The Grim Slayer's Attributes are too high (she spent 27 Attribute Points). Her Willpower should be 4. That brings her within the Experienced Hero limit of 25.

page 118: The Road Warrior is trying to keep up with the Grim Slayer and also overspent on Attributes. His Willpower should be 3.

page 122: We discuss how Dale's Attributes get augmented by his "He-Slayer" abilities, but we don't specify what the He-Slayer bonuses do for another character, such as a Cast Member. The easiest solution is just to add the Slayer Quality to whoever is chosen to be the He-Slayer. Alternatively, a Director could follow our lead with Dale and enhance the He-Slayer's physical Attributes but not his mental ones.

page 135: The citation "3.22 The Graduation - Part Two" should read "3.22 Graduation Day - Part Two."

page 153: The table entry for the Fire Rod should cite page 100, not page 99.

EDN6003 Buffy The Vampire Slayer RPG - Monster Smackdown Errata

page 31: It seems we mess up our substitute names with our memorials when it comes to the undead. The Master was an "epithet" not an "epitaph."

page 62: Two jump cites are missing. The first is "the Hellmouth Spawn (see p. 104)". The second is "Chapter Six: Monster Spawning (see p. 139)." Must be something about the "spawn" word.

page 77: The first sentence of the last paragraph should read "Ethan is not a Sorcerer in the black-eyes-magic-sense, but he is a talented magician". That pesky "not" is missing.

page 90: Again, Dracula is an "epithet" not an "epitaph."

page 139: The Zombie Quality is missing some material. Zombies regenerate at a rate of Constitution points per minute, and can reattach severed parts (other than the head). Bullet and Slash/stab damage modifiers are not applicable (all damage is treated as Bash type). Zombies also don't age.

A Zombie's regeneration is not perfect. Life Points are replaced but the process is not completely aesthetic. Over time, the body parts start to wear out. Superglue, masking tap, and Zip-it are needed to keep the zombie from looking completely trashed. Even so, after a certain number of pitched battles, injury and dismemberment, there's no way the zombie can pass himself off as "normal."

EDN6005 Buffy The Vampire Slayer RPG - The Magic Box Errata

p. 17: In the second paragraph of Orders as Allies "is that is isn't obvious" should read "is that it isn't obvious".

p. 21: Dark Willow should have Magic (Power Boost I) 20, Magic (Power Boost II) 24, and Magic (Power Boost III) 37 added to her Combat Maneuvers.

p. 24: On Rack's Quick Sheet, the missing page reference should be 53. It's correctly stated in the accompanying text.

p. 44: Addicted Willow should have Magic (Power Boost) 20 added to her Combat Maneuvers.

p. 44: Willow should have the Telepathy Quality.

p. 45: Tara's Honorable (Serious) feature should be listed as a Drawback, not a Quality.

p. 46: Giles' Magic (Power Boost) Combat Manuever should be 26, not 18.

p. 47: Amy should have Magic (Power Boost) 19 added to her Combat Maneuvers.

p. 73: The Summon Draconian Katra spell should have "may be Quick Cast (+1)" in its Aspect Analysis. Its Power Level should be 5.

p. 76: The source for False Resurrection should be 5.17 Forever.

p. 77: In Season Seven, we see Willow use an energy barrier spell without Tara. Thus, another version of this spell exists that does not require dual casters. The Power Level of this version is 8.

p. 85: The source for the glove of Mynhegon should be 3.7 Revelations.

p. 120: The second paragraph under Tao-Chi should read "Ignore Essence costs listed; instead, use the multiple castings rule from the BtVS Corebook (see p. 140) but lower the resting period to two minutes. For Inner Strength and Speed of the Tiger, each Success Level gives the user +1 to the appropriate Attribute."