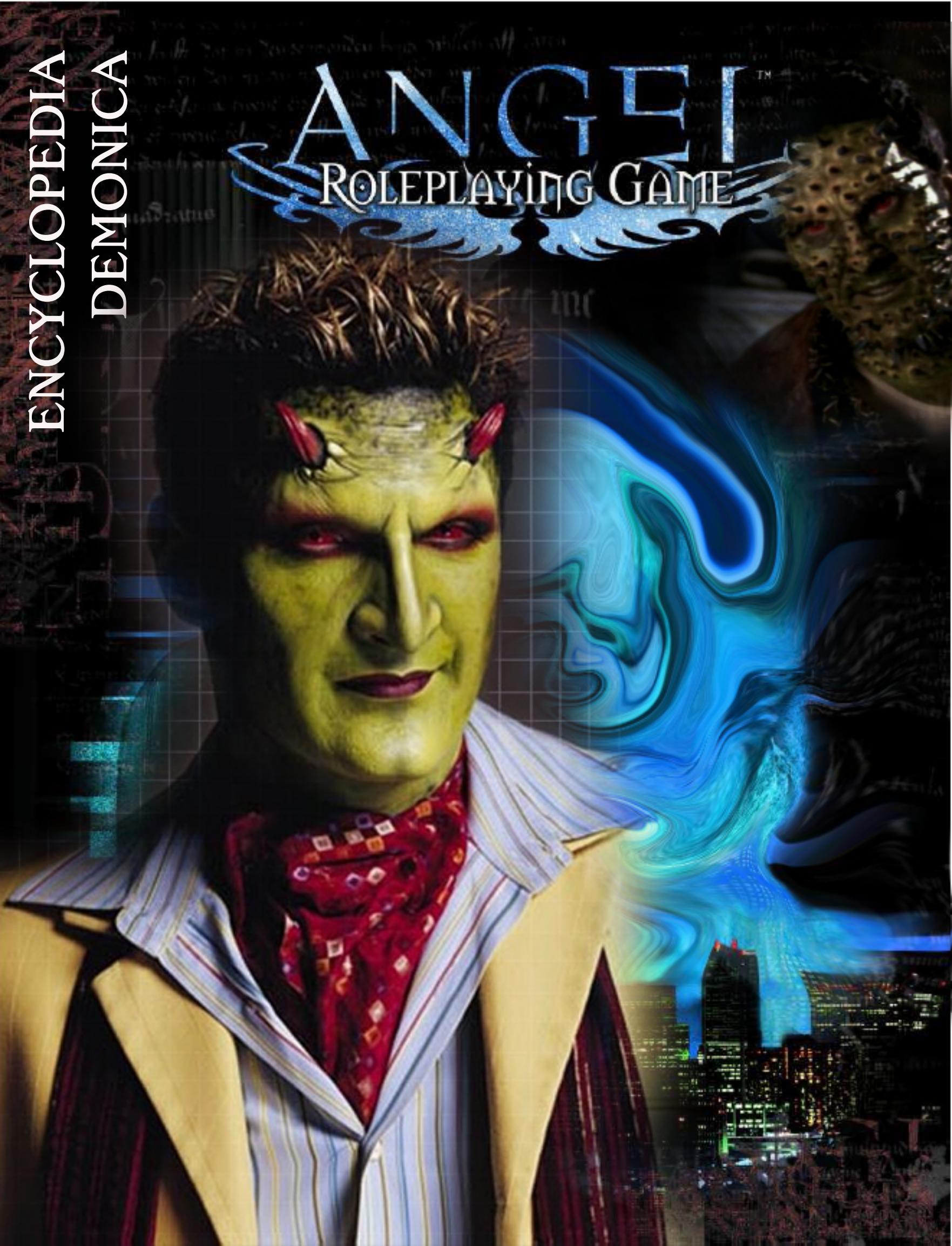


ENCYCLOPEDIA
DEMONICA

ANGEL
ROLEPLAYING GAME

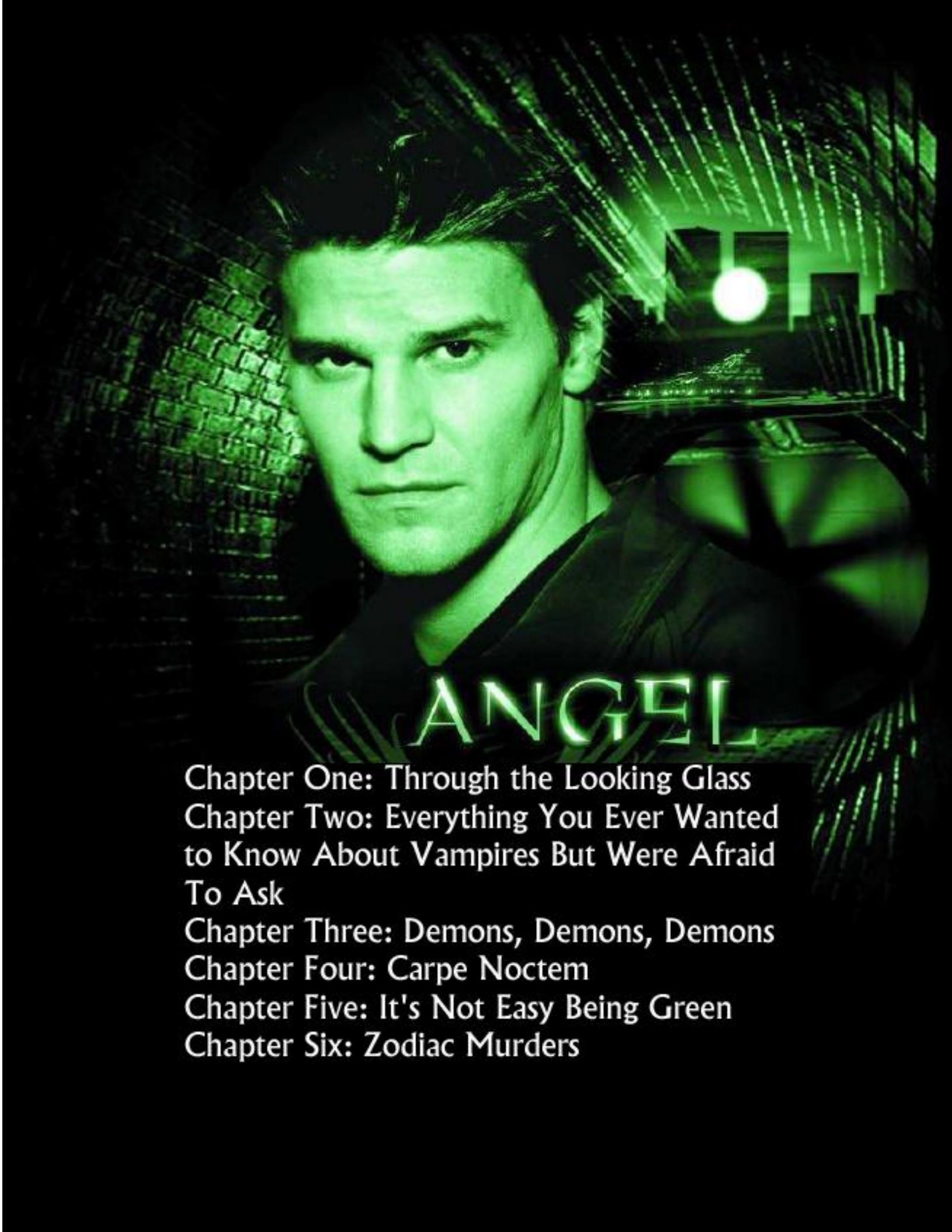


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ANGEL

Chapter One: Through the Looking Glass

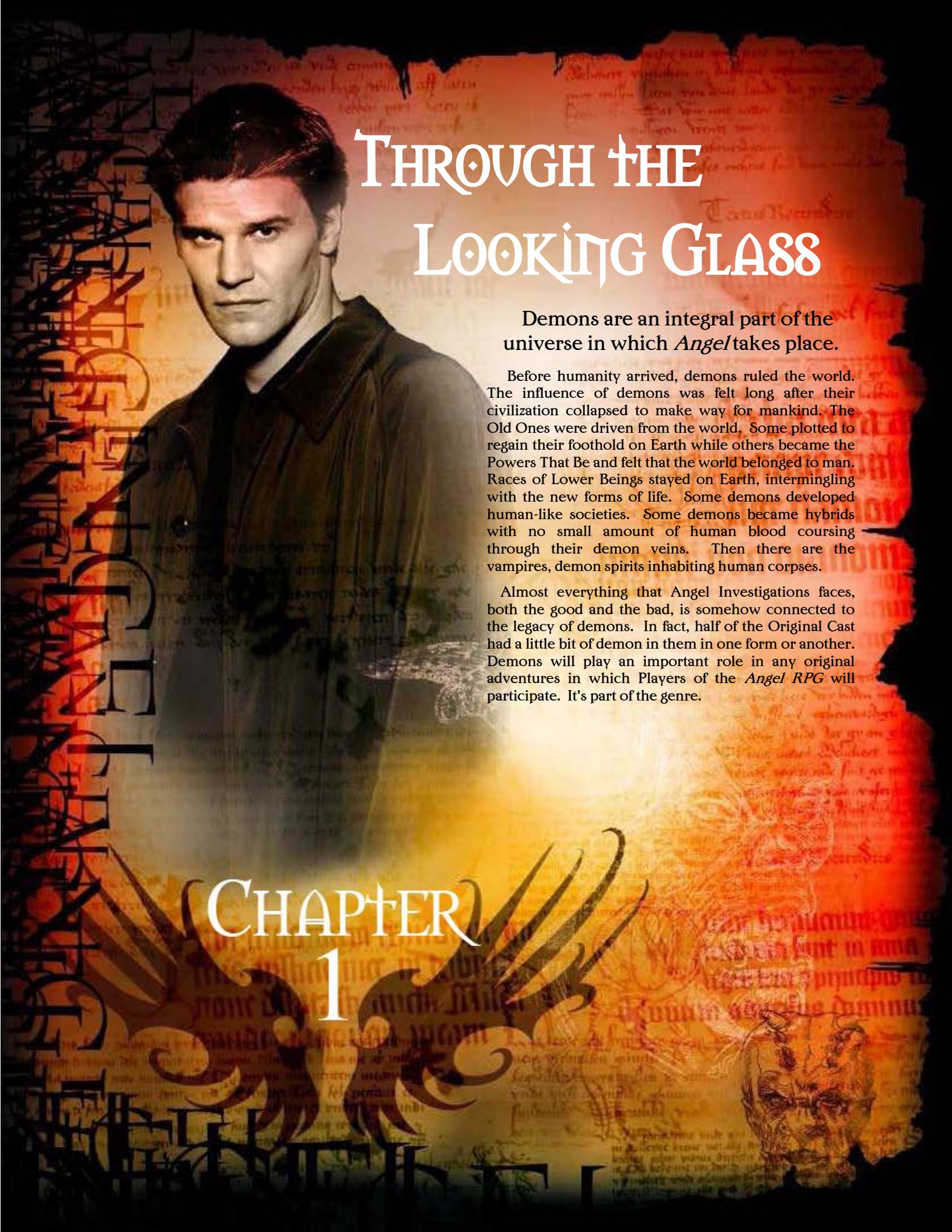
Chapter Two: Everything You Ever Wanted
to Know About Vampires But Were Afraid
To Ask

Chapter Three: Demons, Demons, Demons

Chapter Four: Carpe Noctem

Chapter Five: It's Not Easy Being Green

Chapter Six: Zodiac Murders



THROUGH THE LOOKING GLASS

Demons are an integral part of the universe in which *Angel* takes place.

Before humanity arrived, demons ruled the world. The influence of demons was felt long after their civilization collapsed to make way for mankind. The Old Ones were driven from the world. Some plotted to regain their foothold on Earth while others became the Powers That Be and felt that the world belonged to man. Races of Lower Beings stayed on Earth, intermingling with the new forms of life. Some demons developed human-like societies. Some demons became hybrids with no small amount of human blood coursing through their demon veins. Then there are the vampires, demon spirits inhabiting human corpses.

Almost everything that Angel Investigations faces, both the good and the bad, is somehow connected to the legacy of demons. In fact, half of the Original Cast had a little bit of demon in them in one form or another. Demons will play an important role in any original adventures in which Players of the *Angel* RPG will participate. It's part of the genre.

CHAPTER 1



This book is meant to be a guide to the various types of demons found in Angel. It covers those demons from the entire run of Angel. In addition to the demon lore presented from the show, Encyclopedia Demonica also provides rules for creating your own demon races. Not only can this be used by Directors to create new adversaries for their Players, but it can be used by the Players to create demon Cast Members. The Original Cast has included the likes of Angel, Cordelia, Conner, Doyle, Groo, and Lorne. Players are encouraged to come up with their own demonic Cast Members.

SUMMARY OF CHAPTERS

Chapter One: Through the Looking Glass provides all the usual intro stuff and summarizes the major points about monsters in the Angel series. It gives some ideas about the role of monsters on Angel and finishes up with a look at various demon dimensions with plot hooks on how to use each in a game.

Chapter Two: Everything You Ever Wanted to Know About Vampires But Were Afraid To Ask has all you would ever want to know about vampires. From detailed discussions on abilities and weakness to new special powers to crib notes on the soul and morality. This chapter covers some of the same information that has appeared in other Eden games based on Joss Whedon properties, but pays more attention to those details that appeared on Angel. The chapter closes with an overview of some of the notable vampires from the series. Any vampire character from the show that appears in this book will appear in this chapter.

Chapter Three: Demons, Demons, Demons covers the various demons and demonic races that have appeared on the show. Special attention is given to those races that had human traits and acted more as an alien society than a monstrous threat (though the two are not mutually exclusive). The underlying metaphor of some of the demons will be examined with ideas for using that same metaphor in a game. Demonic institutions, from fighting arenas to bordellos, are also covered. Any demon character from the show that appears in this book will appear in this chapter.

Chapter Four: Carpe Noctem will cover those beings not covered in Chapters Two and Three, including ghosts like Dennis and humans like Billy. This chapter will also focus on powerful singular monsters, though the Powers That Be and their ilk will be discussed more deeply in *Lawyers, Gods, and Money*. Any being who can not clearly be described as a vampire or a demon will appear in this chapter.

Chapter Five: It's Not Easy Being Green gives tips for Players who want to create their own demonic Cast Members or Directors who want to create new Adversaries. It provides new Qualities, new Powers, and new Archetypes. The chapter finishes off with some example demon races that can be used as Cast Member races.

Chapter Six: Twelve Steps to Armageddon is a ready to run adventure involving the Scourge from 1.9 Hero, various other demons found throughout this book, and yet another entity trying to unleash something nasty to mess up the scenery and destroy the world.



OTHER WORLDS

While Buffy may have stepped into a subterranean dimension full of demons once or twice, exploring other worlds is something that takes place with more regularity on *Angel*. Some of these other realms are more like pocket dimensions, small spaces outside of the material world where supernatural shenanigans can take place. This type of realm is favored by the Powers That Be for their agents. Then there are other worlds that are actually other worlds. Extradimensional planets where whole demon civilizations can arise. All the other dimensions shown so far are *Angel* have proved to be places inimical to humans. Some of these places have actually been hell.

There are many different hells in existence in the cosmology of *Angel*. There is the traditional version of hell with hordes of damned suffering in a fiery wasteland as leather-winged demons use farm implements as torture devices. There's the hell reflected in modern horror tales, a labyrinthine asylum of aged tile and muted colors, where deformed inmates walk with a jerky unnatural motion. These are the demon dimensions. Some are full of indescribable horror like Quorthon. Some are relatively sunny pastoral places like Pylea. Whether the dimension consists of a creatures leading brutish, nasty, and short lives under a blood red sky or peasants working their fields while basking in the warmth of twin suns, one thing remains the same. These are places where humans do not belong.

THE CHAMBER OF THE CONDUIT

Angel: Did you get the information?

Lorne: Oh, why yes, Angel. My horn should grow back in a couple of days. So kind of you to be concerned. (beat) Well, they didn't say I couldn't write it. Angel, all kidding aside, this isn't something to be taken lightly. Only a champion can deal with the conduit. And even then you have to la-argh arr...

Angel: I'll keep that in mind.

3.11 Birthday

The Chamber of the Conduit is a good example of the type of otherworld favored by the Powers That Be. Your average demon dimension is an entire world populated by a host of fearsome demons that can be reached by anyone who mutters the correct phrase from the right obscure text. On the other hand, the realms of the Powers That Be tend to be small pocket dimensions that are hard to reach on a good day. It takes luck, resources, supernatural contacts, and the judicious use of violence to even find the right phrase or artifact or mystic portal to get there. Once a person arrives, it doesn't take very long for some Higher Being, or servant there of, to tell him he doesn't belong there in the first place.

It helps when you realize that the Powers That Be are basically True Demons who decided that destroying the entire human race might not be the way to go. Certainly not evil, but not exactly beatific either.





Angel was forced to contact the Conduit when Cordelia's visions were proving to be fatal. The Conduit were intercessory voices who communicated the wishes of the Powers That Be to Angel. The communications were mostly along the lines of "Who are you to question our will?", real Book of Job stuff. The Chamber itself is a plain stone room with a cube in the center made of the same stone as the wall. There is a single flame on top of this cube, like a primitive altar. The Conduit is, or rather are, disembodied voices without form. As such, no stats are really necessary. The only thing the Conduit is likely to do is chastise the Cast Members in a loud and pompous voice while supernaturally tossing them around. Treat the Conduit as having a Willpower of 10 and ten levels of Telekinesis for this, or to keep it really simple just use a Brains Score of 26 for this effect (which would result in a Strength of 7 for the tossing around of Mortals Who Dare Question The Powers That Be). It should also be noted that only a Champion would be allowed to enter the presence of the Conduit and live. In game terms, this generally means only Champion and Veteran Characters who serve the forces of good

THE DEEPER WELL

Spike: This goes all the way through to the other side. So, I figure, there's a bloke somewhere around New Zealand standing on a bridge like this one, looking back down at us. All the way down. There's a hole in the world. Feels like we ought to have known.

5.15 A Hole in the World

Before the rise of man, the Earth belonged to the Old Ones. The Old Ones were powerful True Demons with powers beyond comprehension who were constantly at war with each other. Such beings do not always die in the conventional sense. The casualties of the cosmic wars before the age of humanity were sealed in impenetrable sarcophagi suspended in the Deeper Well. The Deeper Well is a tomb for the Old Ones, where they have been interred for millions of years.

The entrance to the Deeper Well is located in a hollow tree in the Cotswolds in England. There is probably a second entrance off the southern coast of New Zealand because the Deeper Well is actually a tunnel that extends all the way through the Earth. A hole in the world that is 7,900 miles or so long, known only to a handful of people on Earth. Assuming that the sarcophagi are spaced evenly throughout the entire length of the Deeper Well, there should be as many as two billion entombed Old Ones kept there.

If just one of the Old Ones were to escape their tomb, it could mean untold destruction for the world, so a

mighty Keeper is needed to remain vigilant that none might escape. For the past few decades, that Keeper had been Drogyn the Battlebrand, Truthsayer, Demonbane, given eternal youth a thousand years ago. It was under his watch that one of the Old Ones, Illyrea, escaped.

Her sarcophagus was delivered to Wolfram & Hart where her worshippers arranged things so that Fred Burkle would examine the ancient item and be used as a vessel for Illyrea. As Illyrea took over Fred's body so that it might remain anchored in our reality, Angel and Spike went to the Deeper Well to find a way to stop the Old One.

Drogyn told them that if the sarcophagus was brought back to the Deeper Well, it would draw Illyrea out of Fred and back into its tomb. Unfortunately, Illyrea would kill every human body between Los Angeles and the Cotswalds in an attempt to possess a new body and remain on Earth. Thousands would have to die in order to save Fred, so in the end Illyrea took over Fred's body and she was gone. Illyrea will be detailed in *Lawyers, Gods, and Money*.

When Angel decided to infiltrate the Circle of the Black Thorn, he sent a Sathari assassin to kill Drogyn. The Sathari was no match for the Battlebrand, but before the assassin died he told Drogyn that Angel had arranged Illyrea's escape to show his worth to the Circle by sacrificing one of his inner circle. It was a lie, but Angel wanted his people to believe it. When Angel was finally initiated into the Circle of the Black Thorn, they gave him the beaten and tortured body of Drogyn from whom to feed. Angel bit his neck and killed him. That was not a hoax, Angel really did kill his friend and fellow Champion just to get his foot in the door of the Circle of the Black Thorn.

This leaves the Deeper Well without its Keeper. Will other Old Ones try to escape? Maybe the Cast Members will discover a marked increase in supernatural portents that can only be stopped by dragging a few sarcophagi back to England. Who will the next Keeper be? We hear that the Groosalugg doesn't have a steady gig at the moment, perhaps he would be up for the task.

THE GATEWAY FOR LOST SOULS

Angel: "The Gateway for Lost Souls" is under the post office?

Doyle: It makes sense if you think about it.

1.8 I Will Remember You

The Oracle Twins were much more accessible than the Conduit. Make no mistake, they were still a bit on the pompous side and had very little patience for the personal concerns of "lower beings". That being said, as long as a person went to the Gateway of Lost Souls (located underneath the post office in Los Angeles, though there might very well be other gateways in other cities), said the right incantation, and made sure to bring a gift, the Oracle Twins would answer requests for information or intervention (though sometimes that answer would be "no"). The supplicant also had to be a Champion, as described above for the Conduit. The Powers That Be are pretty snobby about only helping Champions.

The Oracles themselves appear as golden skinned humans with strange blue markings all over their body, dressed in black togas. The chamber in which they meet with lower beings is a marble antechamber connected to a realm of light by a long hallway. As Oracles, they have the ability to read the auguries,

Name: Drogyn
Motivation: Speak the truth, defeat the demons, guard the Deeper Well
Critter Type: Champion
Attributes: Str 8, Dex 9, Con 8, Int 4, Perc 5, Will 4
Ability Scores: Muscle 22, Combat 23, Brains 16
Life Points: 104
Drama Points: 7
Special Abilities: Attractiveness +2, Age, Hard to Kill +10, Immortal, Supernatural Senses (find those who have been to the Well)

Maneuvers

Name	Score	Damage	Notes
Dodge	23		Defense action
Grapple	25		Defense action
Kick	22	24	Bash
Punch	23	22	Bash



which is a fancy way of saying that they can see the past, present, and future. Their power isn't simply prophetic, they have power over time itself. They once created a temporal fold to allow Angel to undo the events of one day. The power of the Oracles is not used lightly, a Champion must have noble reasons that serve the purpose of the Powers That Be in order for time to be circumvented in such an obtrusive manner. The Oracle Sister has shown some telekinetic ability as well.

The Oracles can be used by the Director as a source of exposition and plot hooks. This is sometimes referred to as "railroading the players", but sometimes you need

a seemingly omniscient entity to tell the players what they should be doing in a given adventure or presenting the players with clues that they have completely missed. If the Director is following the timeline and events presented on the *Angel* series, then this is a possibility only until the end of Season Two. After that the Oracles can no longer be used because the demon Vocah killed them. The Oracles and the Conduit are not the only sources of contact with the Powers that Be (*Lawyers, Gods, and Money* will be covering just this kind of thing). If the Director wishes to create his own intercessory entities, the Oracles can be used as a model on which to base the new beings.

Name: The Oracles
Motivation: Serve the Powers That Be
Critter Type: Higher Being
Attributes: Str 4, Dex 5 Con 4 Int 5 Per 7 Will 6
Ability Scores: Muscle 14, Combat 16, Brains 20
Life Points: 50
Drama Points: 5
Special Abilities: Augury Visions (like Psychic Visions or Supernatural Senses, only more so), Increased Life Points, Mastery of Time, Telekinesis

Maneuvers

Name	Score	Damage	Notes
Dodge	16		Defense action
Grapple	18		Resisted by Dodge
Telekinesis	20	10	Bash
Sword	23	38	Slash/stab





THE PRISON DIMENSION

Skip: Hi. (beat) You know you're not supposed to be here, right?

Angel: Yeah. What about him?

Skip: Oh, him? Oh, he's supposed to be here. Do you have any idea how monstrous a guy has to be before he gets sent to us? We're a very high-end institution.

3.2 That Vision Thing

Traditionally speaking, hell is a place where evil humans are punished for their sins. When someone on the *Angel* series talks about hell, what they are usually talking about is a place harmful to humans where demons rule. The Prison Dimension is a hell in the traditional sense. It is a realm controlled by the Powers That Be, a realm where evil men are held in a fiery prison, presumably forever. The entire realm seems to be set up as an archaic citadel with torch lined walls of massive stone. Like any other realm controlled by the Powers That Be, its location is a secret. There are two artifacts, each controlled by agents of the Powers that Be, that form a portal to the Prison Dimension when they are joined together. Any attempt to bring weapons through the portal will fail. Once a person arrives at the Prison Dimension, sans weapons, he will have to deal with the guardian of this extradimensional prison. His name is Skip. Both Skip and the agents who guard the portal artifacts are detailed on page ??.

The Prison Dimension can be used in a number of ways. Wolfram & Hart once forced Angel to free one of their clients in order to save Cordelia, the same tactic can be used against the Cast Members. Would they be

willing to free a Hitler or a Stalin in order to save the life of an innocent? It has also been demonstrated that the Powers That Be are quite capable of lies and deceit to serve their own ends (this is pretty much what Season Four was about). What happens if the plans of a particular Power can best be served by the wrongful imprisonment of one of the Cast Members? The guardians of the Prison Dimension are all mercenary demons, so none of them are likely to lose sleep if the person burning in eternal torment might not deserve to be there. The Director can watch Shawshank Redemption or Escape from Alcatraz, read some Dante's Inferno, and let the hijinks begin. Can our hero escape from perdition's flames? Will the other Cast Members be able to rescue him? That's up to the Players and the Director to discover for themselves.

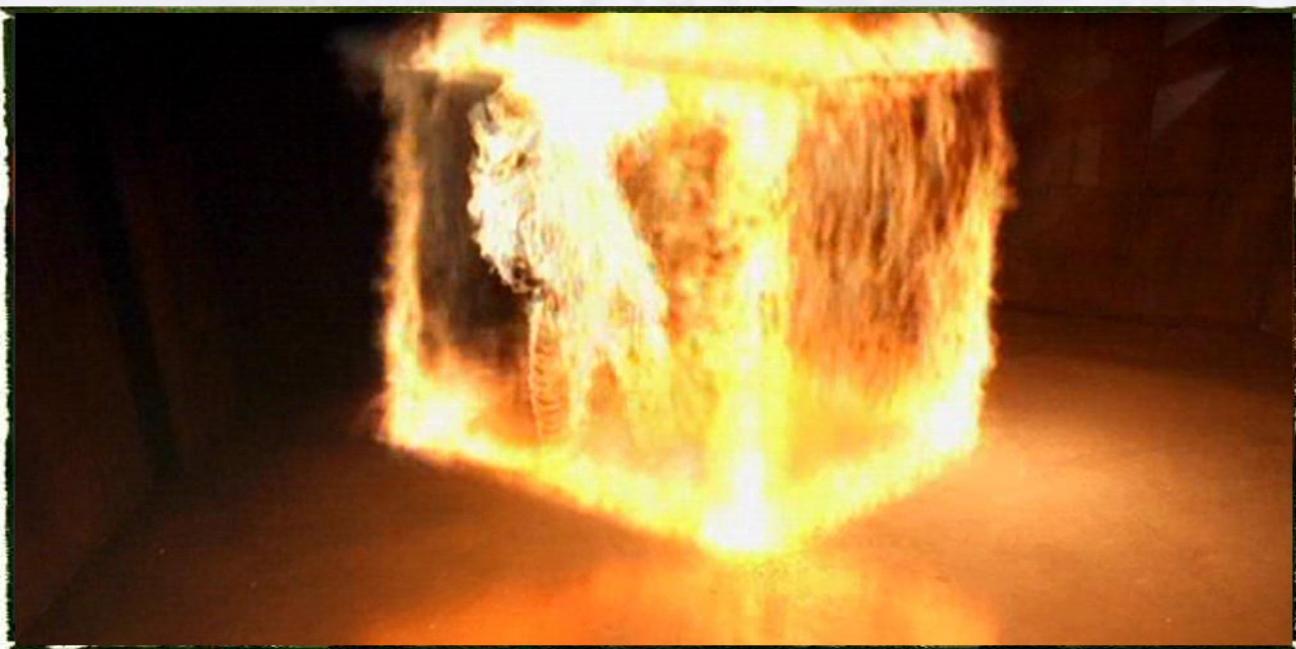
PYLEA

Angel: Start talking.

Lorne: About my dimension? Okay, sure. Lets see. I was there. I came here. I like here. I don't wanna go there. So is that all? Because I have to clean up the club.

2.20 Over The Rainbow

At first glance, Pylea doesn't seem all that bad. Green grass, tall trees, quaint villages, all underneath a bright shining sun (two of them in fact). Sure, it's a demon dimension, but it seems pretty nice for a demon dimension. It takes a while for the unpleasant details to be noticed. There are trees and horses and cows, just like on Earth, but on Pylea human beings are considered just another type of cow. Music does not exist on Pylea, in any form (which explains why Pylean





dances are so excruciating to watch). Up until a few years ago, the world was ruled by a theocratic dictatorship that was affiliated with Wolfram & Hart.

The tiny differences are even more noticeable for those of the vampire persuasion. The good news is that whatever inherent quality it is that makes sunlight on our world fatal to vampires does not exist on Pylea. A vampire can walk outside on the sunniest of Pylean afternoons and never have to worry about immolation. The bad news is that something about Pylea increases the demonic aspects of the vampire. Whenever a vampire puts on his "game face" in Pylea, he transforms into a spiky faced green demon with uncontrollable bloodlust. Pyleans call this type of creature a Van-Tal, different from other demons on Pylea in that their heart is in their chest like a cow. In game terms, Strength and Constitution are increased by two, while Intelligence and Willpower are reduced by two. The vampire gains claws and a natural armor of AV 4, but loses the ability to talk. Vampires on Pylea who go into bite or fight mode are just savage beasts with very little impulse control.

Pylean society appears very medieval. There is some evidence of industrialization, or at least trade with another dimension where industrialization exists. The capture bolas and slave collars (see *Angel RPG* p.201) are the most obvious examples, though there is probably as much magic as science in their design. There's also the machine made boots that the warriorsof Deathwok Clan wear (but if you are watching *Angel*to extrapolate the relative technological levels of various demonic cultures by studying their

footwear,you are sort of missing the point of the show). However, for the most part Pylea is a medieval agrarian society. Until recently they even followed the old medieval division of society into Those Who Work, Those Who Fight, and Those Who Pray.

The peasants of Pylea are the Gathwok Clan, pale humanoid demons with rooster-like combs on top of their heads. The males are bald and the females have stringy dark hair (parted where the comb grows). The Gathwok Clan demons are the ones who grow most of the food and own most of the human cows. It is doubtful that they have any special powers like the Deathwok Clan demons, though evidence indicates that share some of the same anatomy (if you want to shoot one in the heart, try aiming for the butt first). Gathwok demons could possibly be used as Cast Members. They get □2 to Strength and Constitution and three levels of Hard to Kill. This is balanced by the fact that they have Supernatural Form (Definitely Not Human) (-2 points), Humorless (-1 point), and Talentless (-2 points) Drawbacks. The total cost to play a Gathwok demon is 4 points

ANGEL

Name: Gathwok Villager
Motivation: Work the land
Critter Type: Demon
Attributes: Str 4, Dex 2, Con 4, Int 2, Per 2, Will 2
Ability Scores: Muscle 14, Combat 11, Brains 11
Life Points: 51
Drama Points: 0-3
Special Abilities: Attractiveness -2, Hard to Kill 3, Humorless, Talentless

Maneuvers			
Name	Score	Damage	Notes
Dodge	11		Defense action
Punch	11	10	Bash
Pitchfork	11	14	Slash/stab



Name: Hellbeast
Motivation: Hunt
Critter Type: Demon
Attributes: Str 4, Dex 6, Con 4, Int 2, Per 7, Will 3
Ability Scores: Muscle 14, Combat 16, Brains 12
Life Points: 50
Drama Points: 1
Special Abilities: Demon (Hellbeast), Wild Card (Tracking) 5

Maneuvers			
Name	Score	Damage	Notes
Bite	16	12	Slash/stab
Claw	16	12	Slash/stab
Dodge	16		Defense action
Pounce	14	11	Slash/stab, Hellbeast's Slam-Tackle



Name: Constable Narwek
Motivation: Maintain Order
Critter Type: Demon
Attributes: Str 4, Dex 4, Con 4, Int 2, Per 3, Will 2
Ability Scores: Muscle 14, Combat 15, Brains 11
Life Points: 51
Drama Points: 3
Special Abilities: Attractiveness -3 (-2 for being a Deathwok demon and -1 for being a stocky unpleasant bastard), Hard to Kill 3, Honorable (Rigid), Supernatural Senses (Insight), Talentless

Maneuvers			
Name	Score	Damage	Notes
Dodge	15		Defense action
Punch	15	12	Bash
Sword	15	20	Slash/stab



Gathwok Clan demons use human cows as beasts of burden. They also use Hellbeasts as domesticated hunting animals. The Hellbeast is just a breed of Hellhound (see p.43 of Monster Smackdown). They are easily trained, and on Pylea they are used to capture humans and help hunt for food. Trenciduf of the Gathwok Clan used a Hellbeast to help capture Cordelia

The Deathwok Clan demons are the warrior caste of Pylea. They are the Pyleans most likely to be encountered, in fact they are the race that other demons think of when they refer to Pyleans (see *Angel RPG Corebook* p. 200 for details). Most of them are simply warriors with a family farm headed by a bearded matriarch (Deathwok females grow facial hair when they reach a certain advanced age, though come to think of it some human females do the same thing). Some Deathwok Clan demons advance in society, becoming higher positioned warrior types like Constable Narwek. Narwek was in charge of maintaining order in Pylea. Think Sheriff of Nottingham, only with green skin and red horns, and you have everything you need to know about Constable Narwek.

The priestly caste of Pylea is known as the Covenant of Trombli. They ruled in Pylea for thousands of years and actually seemed to be the Pylean branch of Wolfram and Hart. The Covenant of Trombli were the third major demonic race on Pylea, slightly more human in appearance than the other two but the least human in personality and attitude (in all fairness, everything but their face and hand were hidden under priestly robes, so who knows what kind of extra horrible demony parts they may have had hidden under their vestments). The last leader of the Covenant was Silas, who was killed by Cordelia before he had a

chance to activate all of the slave collars at once and therefore decapitate the entire human population of Pylea.

Things changed radically after the Original Cast visited Pylea. The Order of Trombli was overthrown, the slave collars were all deactivated when the console that controlled them was destroyed, the Groosalugg was made king of all Pylea, and then the Groosalugg was deposed and a non-monarchal government was set up. The People's Republic of Pylea is a highly bureaucratic government where red tape has replaced theocratic oppression. Humans are no longer a slave race, though they still remain second class citizens. There are two ways that a Director can use Pylea in his series. The first would be to ignore the events of the series and let the Cast Members be the ones to overthrow the evil theocracy and free the human slaves. The other way to use Pylea is to allow the Cast Members to visit the modern Pylea.

Modern Pylea is still a medieval agrarian society. It is still a place where humans face oppression, the abolishment of slavery did not make humans automatically accepted as equals by the demonic races of Pylea. Treating humans as beasts is still a part of the cultural heritage of Pylea. How is a demon expected to enjoy the Bach-nal if he is no longer allowed to swing the crebbil at a human cow? Players may think that the new Pylea is too pleasant to be considered a true hell dimension, but it is still a place where mothers are expected to eat at least one of their children. Cast Members can be expected to swing swords and get into lots of trouble in an alien society where their main concern will be returning to Earth. Let's just hope that the new regime didn't start their reign by burning the books necessary for the Cast Members to return home.

Name: Covenant of Trombli Priest
Motivation: Rule Pylea
Critter Type: Demon
Attributes: Str 4, Dex 5, Con 4, Int 3, Per 3, Will 3
Ability Scores: Muscle 14, Combat 14, Brains 11
Life Points: 48
Drama Points: 2
Special Abilities: Attractiveness -2, Hard to Kill 2, Mental Problem (Zealot), Occult Library (Amazing)

Maneuvers

Name	Score	Damage	Notes
Dodge	14		Defense action
Punch	14	11	Bash
Knife	14	11	Slash/stab



QUORTOTH

Sahjahn: What you are looking into is the Quortoth, the darkest of the dark worlds. So - I can widen the portal and you can all be swallowed up by a world you can not begin to imagine - or you can keep your word and kill that child. (to Lilah) Now! (beat) Don't say I didn't warn you.

3.16 Sleep Tight

Quortoth is one of the more notorious hell dimensions. Where most hell dimensions can be visited by reading some mystic tome to open a portal, Quortoth is for the most part unreachable. The demon Sahjahn (see *Angel RPG Corebook* p. 201) was a master at extradimensional travel, but even he could only rip open a gateway to Quortoth once in his long long life. Knowledge about Quortoth remains sketchy at best. It is home to many different types of demons. There must be some sort of edible animal or vegetable there because Holtz and Connor survived in that realm for sixteen years (come to think of it, they probably survived by eating demons). There are trees on Quortoth because Holtz used to tie Connor to one and leave him as part of the boy's training. There is no standing water because Connor had never seen a body of water until Fred and Gunn showed him the Pacific.

So we are probably talking about a barren wasteland of rock and sand under a fiery red sky. There are a few gnarled black trees and maybe some thorny plant that can be used for liquid nourishment. The world is populated by all manner of demonic beings. If Pylea is kind of like *Planet of the Apes* (only with demons), then

Quortoth would be *Jurassic Park* (only with demons). The Director is free to come up with all manner of beings to populate Quortoth, the bigger and stranger the better. Quortoth is best used as an inescapable hell dimension that the Cast Members must try to escape. Connor was able to rip a hole back to Earth, maybe the Cast can do the same.

THE TRIAL HALL

Angel: Okay, that's the first test. What's two and three?

Jeeves: Oh, I really wouldn't know about the last two tests, sir. I've never seen anyone survive the first one.

2.9 The Trial

The Trial Hall exists to grant people a second chance of life. This is a great opportunity and no small feat, so certain trials must take place in order to insure that the recipient of a second life is even worthy. The first step is entering the hall, which is done by jumping off a diving board into an empty pool at a certain Los Angeles address. If a person manages to take this leap of faith, then he finds himself in the Trial Hall where he is greeted by the Valet. For simplicity's sake, we'll call him Jeeves. Jeeves explains that there are three trials that must be completed by a second party on behalf of the person who needs a second life. The person undertaking the trials must take off his shoes and shirt, the reason for this becomes apparent during the second trial. The first trial is a simple trial by combat with a warrior demon named Tor. All that needs to happen in order to complete the first trial is to defeat Tor in

combat, that will cause a grated doorway to open. The catch is that Tor is a regenerating demon, so even slicing him in two won't stop him for long. Angel defeated Tor by slicing him in half and hanging both ends on opposite ends of the room so that the demon couldn't reform.

According to the Valet, most people never complete the first trial, though that just could have been Jeeves playing mind games with Angel and Darla. For Angel, the second trial involved reaching the other end of a cross lined hallway and opening a locked door with the key that was at the bottom of a font of holy water. While the first trial is the same for everyone, the second trial is obviously geared to whoever is undergoing the ordeal. A human is not going to be affected by crosses and holy water, but he might be faced with a hallway lined with burning coals and a key at the bottom of a vat of acid. The game effects will be the same, 2 points of damage per Turn that the character remains in the hall and 10 points of damage from whatever fluid holds the key.

The final trial is one of self sacrifice. In order for the Valet to grant a new life, the person undergoing the trials must be willing to give up his own. If the person undergoing the trial is willing to do this final act of sacrifice, then the Valet is authorized to grant a second life. Unless of course the person in question has already returned from death once before. Darla could not be given a second life because she had already been granted a second life by Wolfram & Hart. Someone like Buffy Summers would not be granted anything either. It should be noted that in such a case, a life is still owed. With Darla, this debt was repaid by allowing her to

become pregnant after her night with Angel. She wasn't allowed a second life but she was allowed to bring forth a new life. Everybody knows how that turned out.

The Trial Hall is a good way to rationalize the Drama Points spent for coming Back From The Dead. Instead of just spending five or ten Drama Points and saying that the Powers That Be have intervened, actually role-play it by having another Cast Member go through the trials on behalf of the deceased.



Name: Tor

Motivation: Prevent anyone from completing the first Trial

Critter Type: Demon

Attributes: Stre 9 Dex 7 Con 8 Int 2 Per 3 Will 2

Ability Scores: Muscle 24, Combat 17, Brains 12

Life Points: 80

Drama Points: 2

Special Abilities: Hard to Kill 4, Natural Armor 4

(added with Chainmail for a total Armor Value of 12), Regeneration (every turn), a big old broadsword, a length of chain with two metal hooks on either end

Maneuvers

Name	Score	Damage	Notes
Disarm	15		Resisted by Parry uses chain for Disarm maneuver
Dodge	17		Defense action
Punch	17	23	Bash
Sword	17	41	Slash/Stab
Hooks	17	32	Slash/stab

WORLD OF THE NAME OF THE DEVOURER

Demon: Before your kind was, my kind loved her. Stood stone on stone, built the temple. Always making ready. Ohh... But she came here.

Wesley: She? Jasmine?

Demon: Eh?

Wesley: Jasmine. That's what we call her. The... superior being that... that you loved first.

Demon: Pfah! You name her. Filthy little mice! She is the devourer... the song... the peace... the whole... and you try to name her. Work to do. We loved her first!

Wesley: And how does your kind define "love"?

Demon: Same as all bodies. Same as everywheres. Love is sacrifice.

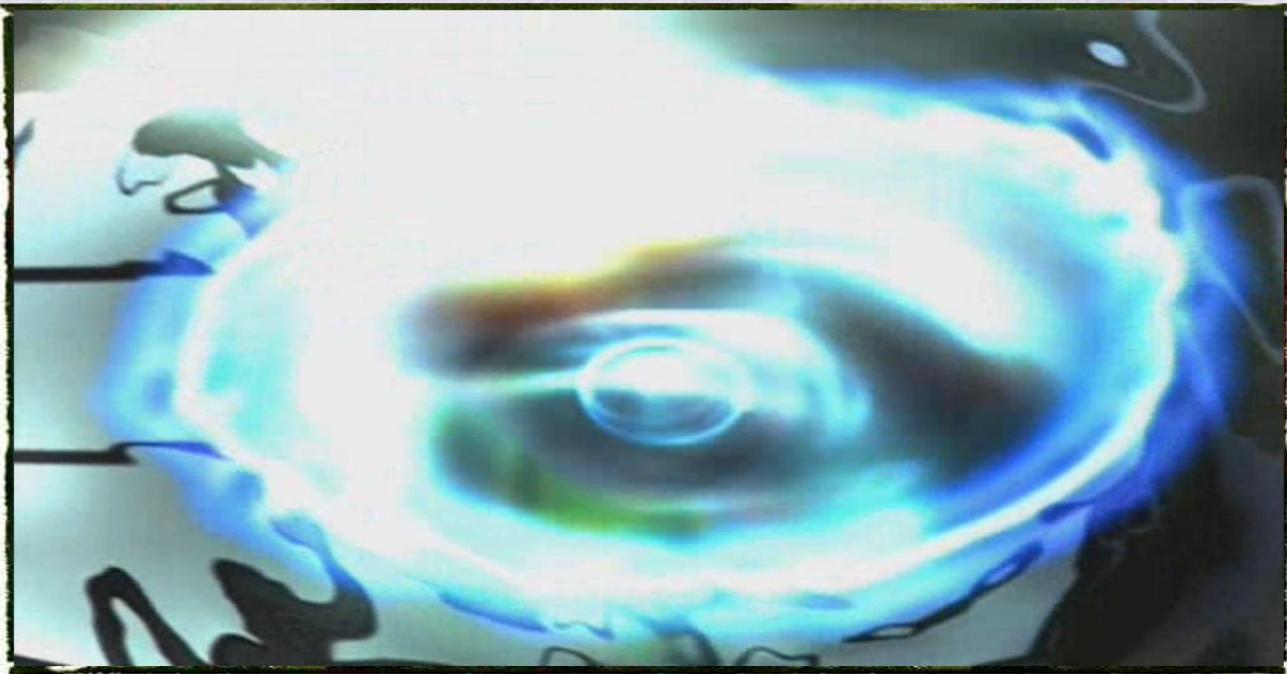
4.20 Sacrifice

The Powers That Be are basically True Demons who decided that it was time to withdraw from Earth and allow the humans to run things. Many of them decided that the best way to help mankind was to leave them alone. Others disagreed and thought that a more direct approach was needed in order to insure that humanity would their chance. One of the Powers, who would be named Jasmine, knew that if she incarnated on Earth she could change things. She could make sure that evil was defeated once and for all. She could put an end to war and hatred and suffering forever. She would just have to devour a few people a day to stay anchored to the material world and keep things under control. A project like global domination to usher in a new age where free will is traded in for utopian bliss needs a trial run.

That is what this world was for. The World of the Name of the Devourer is a primitive world inhabited by insectoid creatures who performed magic with blood instead of words and incantations. It is a gray place where the atmosphere is immediately poisonous to humans. Jasmine, or the Devourer as she was known there, slowly took over the population as she did in Los Angeles. The problem was that this was a low tech world and the natives were not the most culturally sophisticated beings to begin with. There was no mass communication so the Devourer had to personally appear to every one she wanted to follow her. She managed to gather enough worshippers to erect a massive stone temple in her honor, but she realized that she would never be able to conquer that entire planet. So she abandoned them.

There were very few beings still worshipping the Devourer by the time Angel showed up to find Jasmine's true name. Those who had worshipped the Devourer had lost their faith, and those who never worshiped her warred with those who had. All of the inhabitants of this world are described along with Jasmine's write-up (see p. ??) . The main reason to use this world is if the Cast Members are going against Jasmine and need to learn her true name to take away her power. This assumes that the Director is not following the show's continuity to the letter, otherwise the Guardian of the Name has already been decapitated and its head is in whatever part of the Hyperian Hotel is used to keep severed demon heads. The World of the Name of the Devourer can also be used as part of a quest for whatever macguffin the Director wants his Cast to find. It is a world of old magic that predates speech,





there could be all sorts of powerful artifacts there that could be used in the fight against evil. Just make sure that the person going to that world to recover the artifacts in question doesn't actually need to breath, or else his trip will be a very short one.

THE WORLD OF SHRIMP

There is a world that is covered completely by a very shallow brackish sea. The only living creature on this world that is visible to the naked eye are the decapod crustaceans known as penaeids. In other words, shrimp. The entire sea floor is crawling with shrimp. There are no islands on this world (though most of the world covering sea is shallow enough for a human to wade through), but there are scattered mounds of shrimp that break the surface of the water, massive piles of squirming crustaceans. It is an unpleasant world that smells awful, and most people don't like the sensation of wading through brackish water while thousands of shrimp crawl over their feet and legs (though any dimension-hopping Bubba Gump would be able to make a fortune if he decided to use this world as his private shrimp farm). Of course, there is also a world where shrimp never evolved at all, so it all seems to work out in the end.

OTHER REALITIES

Sometimes an other world is more of an other reality. It's still Earth, but it's an Earth where history has been changed, and even the smallest of changes can have great effect. This has been seen on Angel twice so far, once when Cordelia was placed in a reality where she became a famous actress instead of a Seer (in 3.11 Birthday) and once at the end of Season Four where history was rewritten so that Connor never existed as Angel's son. Come to think of it, that day that was rewritten so that Angel never became human in 1.8 I Will Remember You was an alternate reality as well, it was just an alternate reality that only lasted twenty-four hours. Alternate realities can be great ways to explore what makes the Cast Members really tick, so here are some more for the Director's pleasure.

THE OTHER SIDE OF THE MIRROR

This is the classic world where good is bad and bad is good. If starship crews and superhero groups have to deal with this kind of thing, then so do the Cast Members. Traditionally, these kind of alternate realities are wide scale, everything is reversed around. It's the world where Adolph Hitler was a humanitarian who lead the formation of a democratic government in Germany where prejudice was abolished, the international group Redwar kills whales before Japanese science boats can properly study the sea creatures, and Rush Limbaugh is an open-minded hippy. This can lead to some amusing situations, but for an Angel game it might work better if just the Cast Members and their Adversaries are affected.



If the Original Cast is used, than Angel has managed to become Angelus and has stayed that way. Wesley went dark fast once the Watcher's Council let him loose. He doesn't actually refer to himself as a "rogue demon hunter" in this reality, he just kills people and demons for money. He has a reputation as a bad ass because he managed to kill a Slayer named Faith. Gunn heads a small criminal organization, dealing mainly with drugs and auto theft. He lost all sense of morality when his sister was killed, and now he has sunk to rock bottom. Cordelia was a queen bitch in High School and has only grown more heartless after graduation. As a former resident of a Hellmouth, Cordelia somehow learned a way to absorb demon powers. The process is lethal to the demons in question, she killed Doyle when she stole his visions. Cordelia works as a stripper at the Caritas Go Go, run by a demon named Lorne who had to leave his home dimension when he assassinated the beloved priests who ruled Pylea. Lorne reads futures and will sometimes sell destinies to the highest bidder (the emotional intensity and arousal in his strip club allows him to casually read customers without making them sing). The only thing that keeps the world safe from such horrible people is the Wolfram & Hart Foundation, a charitable organization that is really a front for the Powers That Be.

Whether or not all of the male characters have goatees is up to the Director to decide for his own Series.

City SAN8 ANGEL

This is a reality that has become radically different because of one changed detail, Angel never came to the West Coast. Buffy never had Angel to help her. Spike and Drusilla were in Sunnydale long enough to learn about the DuLac Cross and the fact that they needed Angel's blood to cure Dru. They promptly left town in search of their sire. By the time Buffy had her run in with Glory, she had more scars and less compassion. Giles never met Jenny Calender (because there is no reason for her to be in Sunnydale with no Angel there), and there was no chipped Spike in love with Buffy to help fight the Hellgod Glory. The fight did not go well and whichever government agency it is that kept tabs on supernatural events in America decided that Sunnydale was a loss and had the whole city firebombed. The entire population of that town was lost and the tragedy was blamed on a terrorist attack.

Without Angel's presence, the lives of many people in Los Angeles took a twist from our reality. Cordelia still left Sunnydale, but without Angel to save her she was killed by Russell Winters, who is still alive and feeding in Los Angeles. Faith went darker faster without Angel to guide her and Wesley was still fired from the Council of Watchers for his failure with her. The Slayer tracked down Wesley and killed him, she is currently working as a killer for hire at Wolfram & Hart (she sometimes works with another unusual Wolfram & Hart assassin, the telekinetic Bethany Chalk). Sahjhan still brought Holtz to the 21st century, but is unsure of where Angel or Darla might be. Holtz has gathered a group of

monster hunters around him, his top warriors are Justine and Gunn. Doyle is still alive and working for the Powers That Be, assisting the Prio Motu Kamal in his quest to help the helpless. Lorne still runs Caritas, Fred is still trapped in Pylea, and Kate has no idea that the supernatural exists.

A WOMAN's WORLD

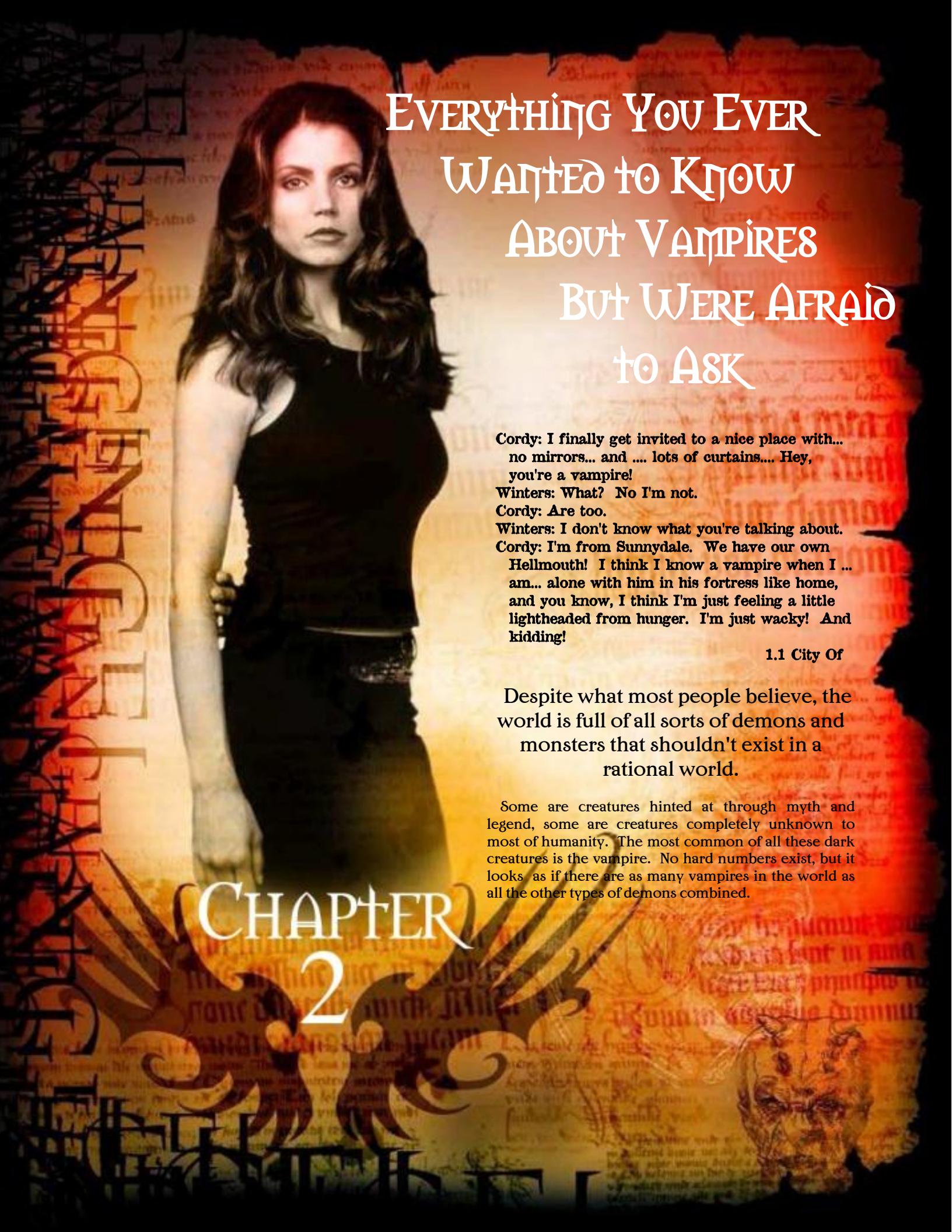
This is a world where the genders of the Cast Members are reversed. This should be limited in scope. The Watchers are a predominately female group descended from ancient witches and one of their main duties is the training of Slayers, a line of young men connected to the first great hunter who was merged with a dark demonic force (they are like normal Slayers except that they are male and they have Antisocial Impulses of Mild Cruelty and Mild Violence). The rest of the world seems reasonably close to our own reality. Like the Mirror World, this gender shift could be a universal phenomenon; Presidents Martha Washington and Eleanor Roosevelt are depicted on American currency, Nell Armstrong was the first woman on the moon, and vampires are repelled by crucifixes portraying Sophia Christ.

The Original Cast is lead by Angela, the vampire with a soul. She was originally just a wanton Irish woman named Máire who was sired in a Galway alley by a vampire named Darrell (Darrell was not actually his real name, it is just Old French for "beloved"). The Mistress, leader of the Order of Aurelia, gave Darrell

that name when she sired him). Máire became known as Angela, the Killer as Beautiful as an Angel. Angela and Darrell terrorized Europe, and eventually added the insane Drusus and Bloody Wilhelmina (better known as Miss Spike) to their vampire family. Angela was cursed with a soul and wandered aimlessly across America until she was given a chance to act as a guide and protector for Biff the Vampire Slayer. Angela and Biff could never be together because of the curse that gave Angela her soul back, so now she acts as a champion in Los Angeles. She is assisted by Wendy Wyndam-Pryce (formerly a Watcher who was fired when the Slayer she was training, a young man named Fidel, went on a killing spree), a male model with psychic visions named Corey Chase, a street smart demon hunter named Charlotte Gunn, a genius named Fred Burkle, and Lorna the Hostess.

The main adversary of Angela and her team is the law firm of Wolfewe and Hind. The senior partners are malicious demons who have never really been seen. Nobody deals with the senior partners directly, they have to go through a conduit like the little boy that used to live in the White Room (before he was killed by the Whore of Babylon, who arrived as a herald of sorts for the Jasmine Emperor, himself the son of Angela's daughter Caitlin and Corey Chase. It's this whole complicated thing). When Angela fought Wolfewe and Hind, she was actually fighting individual employees like Helene Manners, Lyle Morgan, or Linda McDonald (all of whom either left or were killed).





EVERYTHING YOU EVER WANTED TO KNOW ABOUT VAMPIRES BUT WERE AFRAID TO ASK

Cordy: I finally get invited to a nice place with...
no mirrors... and lots of curtains.... Hey,
you're a vampire!

Winters: What? No I'm not.

Cordy: Are too.

Winters: I don't know what you're talking about.

Cordy: I'm from Sunnydale. We have our own
Hellmouth! I think I know a vampire when I ...
am... alone with him in his fortress like home,
and you know, I think I'm just feeling a little
lightheaded from hunger. I'm just wacky! And
kidding!

1.1 City Of

Despite what most people believe, the
world is full of all sorts of demons and
monsters that shouldn't exist in a
rational world.

Some are creatures hinted at through myth and
legend, some are creatures completely unknown to
most of humanity. The most common of all these dark
creatures is the vampire. No hard numbers exist, but it
looks as if there are as many vampires in the world as
all the other types of demons combined.

They are also a major part of the *Angel* TV show. There is the fact that the main character, Angel, is a vampire. The main plot of the Second Season revolved around Angel's history with his sire Darla. Gunn joined Angel Investigations after his sister turned into a vampire. Conner was the child of two vampires. There are other vampires like Drusilla, Harmony, and Spike who keep coming in and out of the lives of the Original Cast Members. Vampires will probably play an important role in your own series. Here is what you need to know about them.

YOUR BASIC BLOODSUCKER

Angel: Hi. Can I come in?

Kate: Oh, that's right. You have to be invited in, don't you?

Angel: You've been doing your homework.

Kate: Want to quiz me? I'm just full of fun facts

1.11 Somnambulist

Most of the demons found on Earth are some form of demon/human hybrid. They are basically humanoid in form rather than being some massive Thing That Man Was Not Meant To Understand. Vampires are one of the most extreme examples of this. They are created from human beings. Once a human rises from the grave as a vampire, he retains the appearance, the memories, and aspects of the personality of his former self. That personality is perverted though, because his human soul is replaced by a demonic spirit or entity of some kind. Still, the type of person someone was in life is a good indicator of what he will be like as a vampire.

As hinted at in 2.21 Through The Looking Glass, the original vampiric demon may have been a fierce reptilian looking creature filled with bloodlust. The behavior of most vampires seems to indicate that this demon was a pack hunter. That instinct is preserved in

the human/demon hybrid known as a vampire. They tend to congregate in groups, with a "master" leading a group of "minions" (similar to the way alpha males lead wolf packs . . . if the wolves looked human and drank people's blood instead of chasing down caribou). The instinct to hunt living humans for their blood is extremely strong; it easily and often overwhelms the "human" aspect of the creature.

Most newly risen vampires care for little else beside feeding. These savage creatures attack the first thing with a pulse they come across. The part of their brain that retains human memories and the ability to reason is completely superseded by an animalistic desire to eat and kill. This makes them dangerous, but it also makes them kind of stupid. It can be a bit of hard work killing a newly arisen vampire, but this is actually the best time to destroy them. The ironic thing is that many vampires end up dying shortly after they rise, completely defeating the purpose of being an immortal monster.

If a vampire can make it through this first stage of unlife, he begins to strike more of a balance between his human half and demon half. This doesn't mean he is any nicer or humane, what with losing his human soul and all. What it means is that he starts to use his knowledge and intelligence. A vampire that has been around for a few weeks is less likely to charge straight into a vampire hunter and his pointy stake. The more experienced vampire might try an ambush, or even curtail its hunger at least long enough to find someone really weak. These vampires seek out a lair, and maybe join some gang as a minion. The disadvantage of being a minion is that you are the first one staked when the Champions arrive. The advantage is that someone older and more clever than you is making the plans. In theory anyway, the minions who attached themselves to Doug Saunders never did make it to the top of that pyramid.





The longer a vampire survives, the more powerful he becomes. Vampires like Angel, Drusilla, and Spike have existed long enough to become rather skilled in the arts of terror and destruction. A few centuries of death and mayhem gives a vampire a serious edge over the average minion. That being said, an old and experienced vampire like Darla is still a pile of dust when she gets staked (okay, so Darla came back, but that's a different story).

VAMP ABILITIES

Rebecca: I know you're still here.

Angel: I'm not what you think.

Rebecca: You're not? Because - no reflection, - dark, private office, instantly knowing those letters weren't written in blood, I guess what I would think is - vampire.

Angel: Then again...

1.17 Eternity

The basic skinny on vamp abilities was laid out in the *Angel Corebook* (see pp. 186-190). They are strong and quick, never grow older, can't be killed by most weapons, and don't need to breathe. A few additions and clarifications can't hurt though.

SENSES

Angel: It was Darla. She's back - and she's human now - but I know her scent.

Wesley: Angel - you can't just - sniff a person and know...

(Angel leans ever so slightly closer to Wes, inhales)

Angel: You had sex last night, with a bleached blonde.

Wesley: Good Lord, how'd you...?

Cordy: That's unbelievable. (to Wesley) I didn't think you ever had sex.

2.5 Dear Boy

Vamps have excellent hearing and a keen sense of smell. They gain a $\Delta 2$ to all Perception-based rolls that involve hearing or smell. Further, when we are talking blood, they are regular . . . ah . . . bloodhounds. They can smell blood inhumanly well (which makes sense, what with them being inhuman and all). For any Perception-based tests to detect nearby humans (and their coursing blood supply) double the bonus, to $\Delta 4$. This has a range equal to the vamps Perception times ten yards. This is all explained in the *Angel Corebook*.

Some vamps are really, really good when it comes to blood. As an option, you may allow a vamp to identify a person's blood type, blood-related health issues (like alcohol content, hardening of the arteries, etc.), or even

disorders. Finally, a vamp might be able to identify a person just from a sample of her blood, or determine that a sample of blood did not belong to a particular person. This information should only be available with three or more Success Levels on a Perception-related roll.

Vampires also have supernaturally good night vision. This isn't the ability to see in infrared or view the world through some science fiction thermographic display of colors or anything like that, it is just the good old fashioned ability to see in low levels of light. Any penalties the Director feels like assigning due to darkness would be halved (round down) for vamps. This is what prevents things that go bump in the night from actually bumping into things at night.

RECOVERY

Angel: Actually, it's kind of funny. I-I recently got a - a gut wound myself. (Wesley stares at him with a frown) Not - not a gunshot wound like you got there. But, uh, it's kind of a - antique - sword (Wesley just keeps staring at him) is what it was. (Wesley turns back to watch the road) Went deep. Yes, it did. Hey, guess who stabbed me?

Wesley: Darla?

Angel: Yeah. Actually kind of a funny story.

2.16 Epiphany

Vamps still feel pain, they still bleed and bruise and get broken. But the demonic part of them allows them to recover from these injuries much quicker than a human would. As mentioned in the *Angel Corebook*, bloodsuckers recover one Life Point per Constitution Level per hour (except for fire damage).

But this is more than just a combat bennie. We are talking serious damage being no real biggie for a vamp. What would cripple a human for life might only inconvenience a vampire for a month or so. Permanent disfiguring or debilitating injuries take some time to heal, but heal they do (Darla and Dru managed to recover from extensive burn trauma in record time). The precise time frame is up to the Director and the demands of his storyline.

Another interesting subject is regrowth. Obviously, beheading a vampire is going to curtail healing but quick. Still, what about losing an arm, leg, eye or ear? It seems that an injury of that nature is going to leave a scar. A vampire who gets his hand chopped off better look into taking advantage of some of the medical breakthroughs that Wolfram & Hart have made in hand re-attachment. Otherwise he will have to make do with sticking some kind of metal claw in his stump. The reason you don't see crippled vampires so much is that crippled vampires don't last very long in the big bad world.





Nonphysical damage is another story completely. Vamps do not recover from insanity or mental deterioration any better than regular folks. In fact, given their extended lives and general evil leanings, they can get pretty screwy in the mental department. Getting them back to their normal sociopathic ways is going to require some serious therapy. Drusilla is the best example of this, but then there are others like Penn who aren't exactly the model of well-balanced mental health either.

SLEEP

Wesley: He's just - he hasn't been sleeping well lately.

Cordy: He's off his game.

Gunn: Since when is it a game?

2.5 Dear Boy

It's not clear to what extent vamps need to sleep. It's clear that sleep is in some way necessary. Darla's nocturnal visitations when she first came back clearly had an effect on Angel. Angel was reckless and prone to anger when he had to do without a restful day's sleep, which made him a great fighter of evil cultists but no good when Gunn needed some back up. The full extent of sleep deprivation on the average vamp is up to the Director, but clearly a temporary Reckless Drawback would not be out of the question.

VAMPIRE SPECIAL ABILITIES

Dru: I hear the sirens. They don't know if the world will be there in the morning.

Lilah: Do you hear the sirens? Are-are the police coming?

Lindsey: No. She senses what this place was built for.

Holland: Ah, yes. Drusilla, you're quite right. This was originally a bomb shelter in the fifties. We had it converted. Wine has always been my passion.

Dru: People - huddled together, crouching in fear.

Holland: Yes, yes. I imagine that's what it would have been like in a war.

Darla: No. Now. She means now.

Holland: Aha. I guess I stepped into that one

2.10 Reunion

The basics will only take you so far in vampville. It's the special abilities that set the real nasties apart from the real newbies. Whether it comes from great age or it is just something left over from human existence (like Drusilla's visions), these abilities set the more capable vampire from the average minion.



FALLING FROM TALL BUILDINGS IN A SINGLE BOUND

Gunn: Offspring of two vampires. Last time I checked that's not supposed to happen. And jumping off a six-story without busting your coconut kind of sways me to the side of not just a boy.

4.1 Deep Down

This has already been addressed somewhat by the *Angel Corebook*'s discussion of Large Blunt Trauma (see *Angel Corebook* p. 187) and Falling Damage (see *Angel Corebook* p. 134). Falling damage inflicts three points of bash damage per yard, so this would work out to 12 points of damage per floor. If the Large Blunt Trauma rules are used, than this is only 6 points of damage per floor. A Dexterity and Acrobatics roll (or the Combat Score) can reduce the effective distance by one yard per success level (see *Angel Corebook* p. 134). Vampires can also buy the Reduced Damage (Falls) Quality (see *Angel Corebook* p. 56). Finally, Drama points can also help minimize the damage taken from a fall. All of these factors in combination is what allows the more capable vamps to casually step off the top of tall buildings.

For example, Angel is on top of a six story building when Kate Lockley shows up with a couple of uniformed officers. Angel doesn't have time to explain to Kate that he needs to leave now or else innocent lives could be lost, so he gives Kate a look and casually steps over the side. The fall would normally do a whopping 72 points of damage. The Director is using the Large Blunt Trauma rule, so this is reduced to 31 points of

damage. Angel's player roles his Dexterity and Acrobatics to minimize the damage, but he also decides that spending a Drama Point on a Heroic Feat might be in order. Angel already has 5 Success Levels before the roll is even applied, factoring a decent roll and the Heroic Feat gives Angel 10 Success levels. This would reduce the damage by 30 points, but the Large Blunt Trauma rule works both ways and for a vamp it only amounts to 15 points being knocked off. Angel hits the ground for 16 points of damage. Angel has the Reduced Damage (Falls) Quality, so this is reduced to 6 points of damage. Natural Toughness reduces this to a final amount of 2 points of damage, which is pretty good for a seventy-two foot drop.

FRIENDLY NEIGHBORHOOD WALLCRAWLING

Gunn: I still don't see how you plan on getting us up there. (Angel scampers up the chute) Show off.

4.8 Habeas Corpses

Falling from the top of a building is easy, getting back up to the top is the tricky part. Some vampires display the ability to quickly crawl up the sides of a structure with inhuman speed. This has nothing to do with glue pads, suction cups, or microscopic velcro-like fingertip spikes. The only thing a vampire needs to go scurrying up a wall is a Strength of 7 or higher and a good Dexterity and Acrobatics roll. If a vampire gets at least four success levels, then he can bolt up a vertical surface. Note that this applies only to reasonably climbable obstacles. A narrow shaft or a brick wall would work fine, a solid glass surface would not.





VAMPIRE VULNERABILITIES

Connor: I know - everything. He told me all about you. That you're a - a thing that kills and drinks blood. You're a vampire.

Angel: What do you know about vampires?

Connor: Decapitation, stake in the heart, daylight, fire - did I forget anything? You have a second face. A face for killing. Show it to me. I wanna see it.

3.20 A New World

Vampires are strong and powerful, but they also have a number of weaknesses not possessed by normal mortal humans. A stake through the heart is one of the main ways to kill a vampire. It's also a good way to kill a human. The difference is that most things stabbed through the heart leave a huge bloody mess. A vamp merely leaves a vacuum cleaner's nightmare.

The *Angel Corebook* (see pp. 189 - 190) nicely covers the ol' stake in the heart and beheading. Again, a few new tidbits on the others might prove useful.

SUNLIGHT

Gunn: Right. Anything else we can do for you?

Angel: Yeah. Make the sun go down.

3.20 A New World

We've seen Angel run about in daylight with his leather coat over his head, but it's not recommended. This counts as being in sunlight for less than a Turn and causes only two points of damage. Still, it better not be a long trip.

Angel once crossed the United States in a car with painted windows. A vamp would take no damage in that situation, but it's got to set off some alarms with the local highway patrol. Being pulled over for a traffic infraction in daylight is not going to be good for either the vamp or the cop.

A complete bodysuit made of heavy, tightly woven or rubber clothing might work. It could leave no portion of the vamp exposed (clear face plates should cause trouble) and even the slightest tear will expose the wearer to the two-point per Turn damage rate. Big rips are big trouble. Or you could just rule that it doesn't work at all. Depends on how uppity you want your vamps in daylight.

CROSSES

Wesley: Ah, sister? Good evening. Sorry to disturb your prayers. I hope we didn't make you lose your place.

Nun (to Wesley): Not at all. How can I... (Looks over at Angel) - You would come in to a place of worship?

Angel: I'm not what you think.

Nun: No? (she tries to brush the cross on her rosary against Angel's hand and he quickly pulls his hand away).

Angel: Okay. Yeah, I am.

1.14 I've Got You Under My Skin

Perhaps due to some conflict between the early Church and the vampires, crosses and holy water can cause pain and even injure a vampire. The actual damage is noted in the *Angel Corebook* (see p. 189).



What is important to note here is that this vulnerability has nothing to do with the faith of the person holding the cross or water. Be they Christian, Jew, Muslim, or member of the Transcendental Skeptics Church, the object carries the power, not the wielder.

Why would this be, you ask? No one has really explained it on the TV show (indeed, the true answer may be lost to antiquity). Still, we wouldn't be doing our job if we didn't have a theory or two. Lets start with the beginning. According to some sources, ancient shamans cast a powerful ritual that banished most of the demons from Earth. One of the last demons left somehow merged with it's victim to create the first vampire. What if, by some twist of fate, the banishment ritual used the symbol of a cross? Remember, the cross has been around far longer than any of the major religions that have adopted it. The initial banishment of demonkind left a residue that has tainted the vampire's racial memory. Hey, it's as good a theory as any.

Another approach would be to play with the cross vulnerability. Perhaps it has to do with the subconscious of the person who was turned. That means only those raised in a society heavily influenced by a church that uses the cross will be affected by it. Vamps who grew up in India or China or some other country where cross-heavy churches are not so predominate might be unaffected by crosses in your campaign. No doubt some other symbol causes them distress, but we leave that to your fiendish imagination.

STARVATION

Wes: He'll need more blood. I'm fresh out.

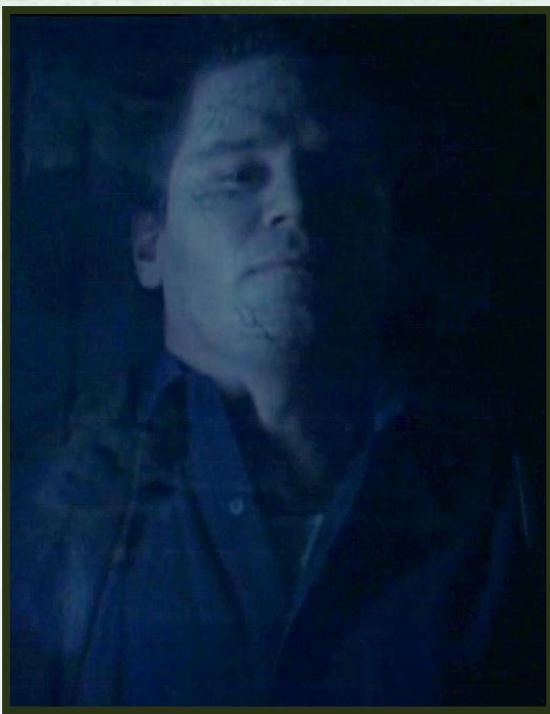
4.1 Deep Down

Vamps can live without blood; they have that whole immortal thing going for them. But it ain't pretty. They get extremely weak; after a time, they even have trouble walking. They also get thinner and thinner; some to the point of looking skeletal. How long this takes to happen is unclear. Spike has shown that they can last at least a day or two without food with no serious ill effect, though they are none too happy about it. Angel went three months without feeding and he wasn't in the best condition when Wesley finally found him.

We recommend that after two days, each day without food lowers the vamp's Strength and Constitution by one. Once the vamp reaches zero in both, it can't move. The vampire could still talk or grab necks in a state of delerium (though Directors might want to charge a Drama Point for something that physical), but walking is out of the question.

Starvation causes other problems. In the *Angel* TV show, starvation caused Angel's skin to crack. You could add skin discoloration, loss of hair, rotting of teeth, and even the smell of decomposition. Could be the whole body returning to that "being-dead" state. There's also talk of mental destruction due to starvation in the extreme cases. After weeks under the sea, Angel began to hallucinate quite frequently. An insane, catatonic, skeletal living dead. There's a pretty picture.





Restoring the vamp could be as easy as a few drinks of blood, though *Angel* events indicate that human blood is required in the most extreme cases. Or you might decide that an entire human's supply of blood (to death that is) is needed. Hey, it could be that several humans worth are necessary. That's going to cause serious problems for any *humane* vamp who wants to be good, but also wants to walk again.

DAMAGE TYPES

Darla: That's right, Angelus, go towards the bleeding mortal, because that's smart.

2.15 Reprise

Vamps react differently to various types of damage. For the vampire hunter, this is mostly bad news though.

Bash: Vampire absorb Bash damage just like humans. The only exception is the falling and large blunt damage mentioned earlier (see p.??).

Slash/stab: This sort of damage hurts vamps just like it hurts humans, double damage once armor is penetrated and Success Levels added. It is inapplicable for stakes through the heart though. If your character doesn't dust the vamp, they just do base stake damage (2 x Strength; no other multiplying). Again, tenderizing is highly recommended.

For the Decapitation maneuver, the targeting and the slash/stab damage is all factored into the x5 damage. If the attack takes the undead to -10 Life Points, he goes poof. If not, there's no dust, but the damage remains the same.

Another special case involves arrows and crossbow bolts. These usually cause Slash/stab damage, but for vamps they are treated as Bullet damage. That's right, they just don't hurt that much; assuming they miss the heart, that is. A Through the Heart maneuver using an arrow or bolt will do the dusting thing (if the damage threshold is met -- x5 is greater than the vamps current Life Points). If it doesn't dust, the arrow or bolt does its usual 1/5th damage.

Slash/stab Revisited

As we have noted, pointy and sharp implements of destruction really mess up humans. Sharp stuff also does a number on vamps, but given their partial Bullet immunity, that may not be the case for stabbing weapons (other than arrows or bolts). So, for those gaming veterans among you who want to add a bit more "realism" (whatta concept!) to your Angel RPG session, we offer the following rule. Decide which weapons are primarily slashing (axe, knife, sword) and which are mostly stabbing (pigsticker, spear, stake). The former do regular Slash/stab damage; the latter are treated like Bullets for vamps (that means a failure to dust with a stake cause serious problems now). Its more complex to do it this way but you may like it better.

Bullet: As discussed in the Angel Corebook, Bullet damage is divided by five (after armor reductions and Success Level bonuses; rounded down). It also never leads to dusting.

Fire: Fire damages a vampire normally, but heals much slower than usual (one Life Point per Constitution level per day, instead of per hour).

Other: With your approval, creative Cast Member may attempt to use bullets or weapons containing holy water. Bullet or Slash/stab damage breaks the skin and could be treated as internal application of holy water (x20 damage). The amount delivered in this way would no doubt be small, but even so it could really hurt. Blessed weaponry or those shaped like crosses could also cause extra damage at your discretion (Spike does have a permanent scar on his eyebrow where a Slayer cut him with a blessed sword).



Addictions

Angelus: Hello! Hey, I got places to go, friends to kill—well, not actually my friends, but you get the idea. You got any more bluster you want to blow up there? That's what I thought.

Drugged Vamp: Dude, whatever you're on...I'll give you the girl for a gram.

4.14 Release

The sharp-eyed among you may have noticed the once a vamp gets a bite attack in, the victim is allowed no defense roll. We didn't make a big deal about this in the *Angel Corebook*, but the cause is the intense though macabre pleasure inherent in being bitten. Vamps have been associated with intense pleasure as far back as Dracula, and Lestat certainly didn't dispel any of those myths. And the evidence is just as strong on *Angel*. In Season Four, we get a glimpse of a whole vamp-bite junkie subculture. That addiction may have been the result of physical or psychological changes induced by getting bit, but we're going with the simplest explanation: being bit gives the victim a feeling of euphoria not unlike sexual release.

Always the opportunists, some vamps use this byproduct of their feeding to their own advantage. By offering free bites (or even asking for money) to willing humans, the vamps get all the blood they need and the humans get a nice "rush". Above and beyond the "eww" factor, there's got to be some serious downsides to this practice. as always. we've got some suggestions.

A vamp slowly draining his victim could drain 2-5 Life Points a Turn instead of the standard 3 x Strength damage, but it will take a Willpower (doubled) roll for a

less experienced vamp to avoid just chugging the vein for all it's worth. Another Willpower (doubled) roll might be required to avoid going too far and actually killing the human. There is also the risk of infection (think of vampires as dirty needles on legs) and the fact that the inevitable fang marks on the victim's arms or other body part look a lot like a nasty form of those lovely needle tracks born by drug addicts. That's going to raise some eyebrows.

Besides the immediate threats, a vamp-bite habit is highly addictive. Each bite requires a Willpower (doubled) roll by the victim. Penalties may be applied to this roll for continual bite den visits. Or you can simply say enough is enough and dictate an addiction. However imposed, bite junkies suffer a four-point Addiction Drawback.

This doesn't even take into account the drugs.

A variation of the vampire dens that has shown up in Los Angeles are places that specialize in Orpheus. Orpheus is a narcotic that has been magically enhanced to heighten its effects. Humans shoot it up and get high. Vampires feed on the drugged out humans and get really high. The drug is highly dangerous, but not just because of the chance of a regular narcotic overdose. The drug can also psychically link the human user and the vampire who feeds off of that human. They'll find themselves reliving one person's memories in some weird psyscape while both human and vampire lie in a coma. Faith used this drug to trap Angelus, and then Angel was able to fight Angelus for control of his body (we mentioned weird mental landscape where different rules apply, didn't we?)



An Adversary might try this technique as well. Instead of Faith using the drug to trap Angelus, what if Lilah used the drug to trap Angel (this would have to be a dark Season Two Angel). Maybe the shared mental landscape would have given Wolfram & Hart some kind of edge over our hero. If two characters find themselves in an Orpheus-induced mindlink, use a Resisted Action based on Willpower or the Brains Score to determine who comes out ahead. A Director might require Survival tests to come out of an Orpheus induced coma, others might demand the use of a Drama Point and a dramatic resolution to whatever inner conflict is being played out in the minds of the victims.

ECOLOGY

Wesley: That's the cosmological upshot, yes. Darla's human self has died and sometime before dawn, unless Angel can stop it, she will rise again, a soulless demon.

Gunn: So that means...

Wesley: The clock is ticking.

Gunn: No, no, what I'm saying is, that means the granddaughter remade the grandmother.

Wesley: Oh... yes.

Gunn: Man, somehow that weirds me out more than the whole bloodsucking thing.

2.10 Reunion

Vampires are not the most powerful type of demon in existence, but they are among the most numerous. This is because of the way vampires are created. While demonic reproduction most likely varies widely in process and time consumed, vampiric "reproduction" is much simpler. When a vampire wishes to sire another, he bites the victim and feeds. Before the victim dies from blood loss though, he is made to drink the blood of the vampire. The victim then dies, only to rise as a vampire shortly thereafter.

Now, the timing of the rise is not certain. If you need a default time, let's say the night after the body is buried the vampire rises from the grave (that's how it worked for Darla the second time around). On the other hand, if your plotline demands it, rising at a quicker or slower time is fully justified. There is even some justification for saying that the undead *wakes* when one of the living is nearby. That's going to cause real problems if they don't also intuitively know whether it's day or night up above though.

Sometimes vampires and their sires become sort of a surrogate family. Darla sired Angel, Angel sired Drusilla, Drusilla sired Spike, and all four of them hunted together until Angel changed because of the whole cursed-with-a-soul thing. That grouping, as well as Drusilla and Spike's relationship afterwards, indicates that vamps can find strength in numbers and can even feel affection for each other. Even among the most monstrous of them, companionship runs strongly; as cruel as Darla could be, she could never get over Angel. For others, there appears to be some instinct to group together and form packs or gangs. All in all, this would seem to increase the vamp survivability rate and thus be good for the "species".

WHAT'S IT ALL MEAN

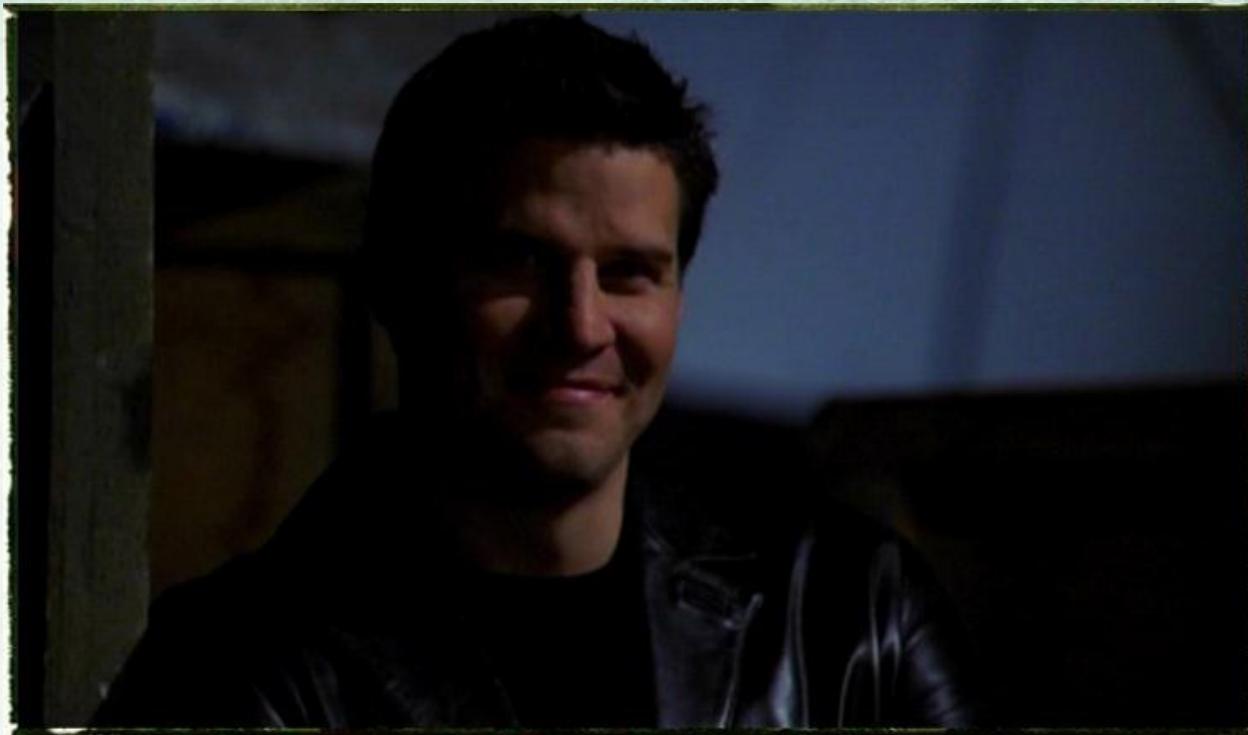
Darla: Well, isn't it true that some vampires choose a mortal, someone they can sire, someone who, too, can walk those lonely nights, hunting with them, feeding with them, joining with them?

Shempire: No! That'd just be weird.

Darla: Weird? It's mythic!

2.9 The Trial

Vampires are evil, strong, and ageless, but becoming one of the undead isn't just about dying only to wake up with some cool superpowers and weird vulnerabilities. Turning into a vampire is a very profound life-changing experience, especially considering the fact that it immediately follows one's death (which in itself is a pretty life-changing experience). Vampires come out of the dirt with more than some Attribute bonuses and a Kung Fu Skill of at least 2. They are part of something larger than themselves. Evil isn't just the opposite of good to a vampire, it is a dark and powerful force that connects an individual vamp to the millions of other bloodsuckers on Earth. Vampires experience a moment of clarity and a sense of purpose that most humans will never know. Of course, this doesn't stop vampires from killing each other or making a mess of their unives, vampires are just like people in that way. It does explain why you never see a vampire rise from the dead disappointed with his new condition.



ANGELUS

Cordelia: He's dangerous. I know. I've seen it. But we're doing the right thing.

Wesley: As long as we're very careful. Before Angelus was ensouled, his viciousness was mythic. You all know his history.

Fred: Killing, maiming, torture...

Lorne: Puppies nailed to walls. Thank you, Cordelia, for that lovely image. But, uh, I think that brings us up to speed.

Wesley: There's only one thing Angelus will be focused on: getting free so that he can slaughter us.

Cordelia: We're Angel's only link to humanity. Angelus will hate us for that. He'll want to make us suffer.

Wesley: Watch the monitor when I go down. Pay attention to everything he does, everything he says. He'll try to confuse you, to play on your emotions so you drop your guard. If he succeeds—even for an instant—we're all dead. I spent my life training for this, and I'm still not ready. He's smarter than I am, and a great deal more focused. He'll exploit everything Angel knows about me and go for the jugular.

4.11 Soulless

Angel is the hero of the show *Angel*, the vampire cursed with a soul seeking redemption by helping the helpless. This is however a recent development, for most of his existence Angel was Angelus, one of the most vicious and horrible vampires to ever walk the Earth. He was sired by Darla back in Ireland in 1753. First he killed off his family, starting with his beloved little sister. Then he massacred his entire village. Darla tried to get Angelus to join her in following the Master (her sire and leader of the dour Order of Aurelius) but Angelus wanted to live by his own rules. He was free of his father, he was free of Ireland, he was free of any consequences to his actions, he wasn't about to start bowing down to some humorless monastic type with a hideous face who lived in the sewers like a rat.

The crimes of Angelus are legendary in the annals of the Watchers. He tormented a vampire hunter named Holtz by murdering his family and turning his youngest daughter into a vampire. He took a pious Seer named Drusilla and drove her completely insane before siring her. He raped, he killed, he nailed puppies to doors. Then in 1898 Angelus killed a gypsy girl and was cursed by her clan, the Kalderash. Angelus would be given a soul so that he could feel remorse for what he had done. He would be plagued by memories of all the murder and torment and puppy nailing for the rest of his unnatural existence. If a time came that he ever knew even a moment of true happiness, his soul would be cast out again. He could either be suffering under the burden of his soul or a soulless monster incapable of true joy, but he would never be allowed to feel contentment.

This curse stayed in effect for about a century before Angelus, now calling himself Angel, fell in love with Buffy Anne Summers, the Vampire Slayer. They consummated their relationship on her seventeenth birthday. This caused Angel to feel a moment of true happiness, so in accordance with the curse, Angel lost his soul. Angelus went on a killing spree and tried to destroy the world. Willow Rosenberg managed to recreate the Kalderash Curse (it was the first bit of true magic in which she ever engaged) but by that time the Slayer had to cast Angel into hell in order to save the world. Though Angel managed to escape hell after a subjective hundred years, things were never really the same between Buffy and Angel after that.

The next time that Angelus emerged, it was because an actress named Rebecca Lowell (she played Raven on the TV show *On Your Own*) had feed Angel a powerful drug called Doximal in an effort to get sired (she didn't really get the whole Lose Your Soul Become A Monster part, she was too focused on the Never Grow Old part). The drug created feelings of pure bliss, which gave Angel the delusion that he must lose his soul and become evil again. It wasn't really Angelus, it was a drugged Angel acting out as Angelus, but this was a moot point to the people he attacked.

The last time Angelus was brought forth, it was to gather information about the Beast (see p. ?). Wesley determined that while Angel couldn't remember meeting the Beast, Angelus could. Wes called in Wo Pang of the Kun Sun Dai (see p. ?) to safely extract Angel's soul. Things didn't quite work as planned, and Angelus got loose. It took Willow recasting the curse and some psychic wrestling between Angel and Angelus before the vampire with a soul returned to being a vampire with a soul.

Angel feels remorse for the things he did and knows that he can never really make up for the crimes he committed as a vampire. Angel wants to do right because people shouldn't suffer. But there is also a part of him that misses the days of actions having no consequences. You can get some tasty liquid refreshment if you use otter's blood, but Angel misses the taste of human blood fresh from the vein. When Angel first came back from hell, he wanted to be with Buffy even if it meant he might lose his soul in the process. The last time Angel slept with Darla, he did it fully expecting to lose his soul. He just didn't care at that point. On a good day, Angel hates Angelus and would never want to become such a monster again. Unfortunately, not all days are good. Some days are so bad that Angel might do something on the stupid side and then you are stuck with Angelus.

Whether it comes from true happiness, strange chemicals, or bizarre rituals, once Angel leaves the building you must then deal with Angelus. As far as Angelus is concerned, the time spent as Angel is a little over hundred wasted years he will never get back. Angelus will strike back at the people who made Angel the most human... lovers, friends, allies. Angelus will know all their secrets, he knows which buttons to push. He will twist the minds of the people around him and strike without mercy at the first opportunity. Angelus is a creative killer who delights in torment. There is nothing so horrible that Angelus would hesitate to do it (we did already mention puppies nailed to doors, right?). Angelus is one of the worst vampires it is possible for a Cast to meet, which is why it is a good idea to have Willow's number on speed dial if at all possible. You never know when you might need a soul shoved back into a vampire.

ANGELUS SEAS0N ADJUSTMENTS:

Angelus will always have at least equal Attributes and Skill levels as Angel (see *Angel Corebook* p 104). In game terms, the thing that separates the two is simply a different set of Drawbacks. We have given Angelus higher Intelligence and Willpower than Angel, which is balanced by the fact that evil bloodsucker has only half the Drama Points of the good bloodsucker (which seems to be about how things work on the actual show). Directors should feel free to run Angelus with the same Intelligence, Willpower, and Drama Points if they so wish, though that means the Cast Members have to face a ruthlessly vicious monster with 20 Drama Points to spend.



ANGEL

ROLEPLAYING GAME

LIFE POINTS 118
 DRAMA POINTS 10
 EXPERIENCE POINTS



CHARACTER NAME ANGELUS
 CRITTER Type Vampire
 MOTIVATION Torture, maim and destroy; particularly those who were close to Angel

ATTRIBUTES

STRENGTH	<u>9</u>	INTELLIGENCE	<u>4</u>
DEXTERITY	<u>8</u>	PERCEPTION	<u>4</u>
CONSTITUTION	<u>7</u>	WILLPOWER	<u>6</u>

QUALITIES

Vampire / Age 3	Attractiveness +3
Fast Reaction Time	Natural Toughness
Armor Value 5/ Hard to kill 8	Nerves of steel
Increased Life Points 2	Situational Awareness

SKILLS

ACROBATICS	<u>9</u>	KNOWLEDGE	<u>5</u>
ART	<u>3</u>	KUNG FU	<u>10</u>
COMPUTERS	<u>1</u>	LANGUAGES	<u>3</u>
CRIME	<u>6</u>	MR. FIX-IT	<u>2</u>
DOCTOR	<u>2</u>	NOTICE	<u>5</u>
DRIVING	<u>2</u>	OCCULTISM	<u>6</u>
GETTING MEDIEVAL	<u>9</u>	SCIENCE	<u>1</u>
GUN FU	<u>0</u>	SPORTS	<u>0</u>
INFLUENCE	<u>6</u>	WILD CARD (Torture)	<u>4</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	

COMBAT MANEUVERS

MANEUVER	BASE	BONUS	DAMAGE	NOTES
Bite	20	27		Must grapple first
Kick	17	20		Bash
Punch	18	18		Bash
Dodge	18	—		Defence action
Grapple	20	—		Resisted by Dodge
Sword	17	36		Slash/Stab



DARLA

Angel: You're going to be okay.

Darla: No, I don't think so. Once he's gone, I won't be okay. I won't be okay at all. I don't know what I'll be. Angel, our baby's going to die right here in this alley. You died in an alley. Remember?

Angel: I remember.

Darla: I want to say I'm sorry. I want to say it and mean it, but I can't. Aren't you going to tell me it's okay?

Angel: No.

Darla: No, it's really not, is it? We did so many terrible things together. So much destruction. So much pain. We can't make up for any of it. You know that, don't you?

Angel: Yes.

Darla: This child, Angel, is the one good thing we ever did together. The only good thing. You make sure to tell him that.

3.9 Lullaby

Darla was the vampire who originally sired Angel. She herself was sired by the leader of the Order of Aurelius, a vampire known simply as the Master, when she was just a Virginia Colony prostitute dying of syphilis in the year 1609. The Master gave her a second life, renamed her Darla (nobody knows what her real name was), and taught her the ways of the Order. Darla quickly became his favorite. The transition from New World prostitute to fanatical cultist living in subterranean sewers was never a complete one though. Darla still wanted nice things and a pretty view.

In 1753 Darla came across a young rogue named Liam in Galway, Ireland. Liam was a handsome heartbreaker who spent his days in a drunken series of brawls and affairs. Darla thought that he would make the perfect companion and sired him in a dark alley one night. From that day forward he was known as Angelus, the killer with the face of an angel. For the next hundred and fifty years Darla and Angelus terrorized Europe. They tormented a vampire hunter named Holtz, created an insane vampire with visions named Drusilla, and betrayed each other frequently. They would never have said that they were in love, but they were head over heals in lust and they kept the same passion between each other for one hundred and fifty years until Angelus got cursed with a soul. Even with a soul, Angelus tried to stay with Darla, but he was no longer capable of the evil deeds Darla expected of him. Darla left him and returned to the Master and the Order of Aurelius (who she had still been serving this whole time).

The next time that Darla ran into Angelus, he was going by the name of Angel and protecting the Slayer. After almost a century without him, Darla tried to win Angel back but he ended up dusting her to protect Buffy. That should have been the end of her, but Wolfram & Hart decided it would be fun to mess with Angel's head by bringing Darla back. She came back as a human, which meant that Angel couldn't just casually kill her. It also meant that she could be redeemed. Darla found out that not only was she back as a human, she was back the way she was before she was turned... she was back as a woman dying from syphilitic complications. She wanted Angel to turn her, but Angel wanted her to have a chance at a normal human

life. Angel was even willing to sacrifice his own life if it would give Darla the chance to live out her life as a human and try to seek redemption. By the time Darla accepted her fate, Lindsey brought in Drusilla to sire Darla back to the way she was.

The revamped Darla went on a killing spree with Drusilla, and Angel went off the deep end. Angel went very dark and violent until a dead lawyer showed him how hopeless things really were. Then a perfectly miserable Angel took Darla to his bed and had lots of non-soul losing sex with her (perfect despair is not the same as perfect happiness, no matter how good the sex might be). Angel had an epiphany and decided to let Darla live if she left town and never came back. She might have complied with that if her night with Angel hadn't resulted in an unprecedeted pregnancy. Darla came back to Angel to figure out what was happening, and learned that the child inside her had a soul. Having a soul inside her, even if it wasn't her own, affected Darla's behavior. When she learned that her undead body couldn't bring a pregnancy to term she staked herself so that her son could live. The last time Darla was seen, it was because the Powers That Be allowed her to appear to her son to try talking him out of doing something truly evil.

Darla changes drastically depending on when she appears in a Series. She can be a cruel seductive vampire, a human who reluctantly accepts her fate, or a mother who wants what is best for her son. The one constant in her life is Angel. She spent one hundred and fifty years with him and the whole time thought of

him as her soulmate. She can't accept that he might not feel the same way. A century and a half should be long enough to declare somebody married by law, which makes sense because for all intents and purposes Darla is Angel's ex-wife. She can't get over the fact that he left her. Darla is really jealous about the fact that Angel was with Buffy. How can three years with a child (who incidentally kills their kind) compare with the one hundred and fifty years Angel spent with Darla? Darla works best in a campaign that features Angel, since her main concern will be getting Angelus back. The stats below represent Darla after Drusilla resired her. The stats in parenthesis are for her pregnancy (note to self, pregnant vampires are much stronger than normal vamps, good thing they usually don't exist).





LIFE POINTS
Drama Points
EXPERIENCE POINTS

82/98
6
[]



CHARACTER NAME
CRITTER Type

DARLA
Vampire

MOTIVATION

Pure self-centered evil,
return Angelus, be a good mommy (very briefly)

ATTRIBUTES

STRENGTH	6/10	INTELLIGENCE	4
DEXTERITY	8	PERCEPTION	3
CONSTITUTION	6	WILLPOWER	4

SKILLS

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

USEFUL INFORMATION

INITIATIVE (DIO + DEX)

PERCEPTION (DIO + PER + NOTICE)

NOTES

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

Vampire

Age 3

Hard to kill 8

Reduced Damage (1/5 Fall)

QUALITIES

Attractiveness +3

Natural Weapons (Nails)

DRAWBACKS

Covetous (Deranged Ambition)

Mental Problems (Deranged Cruel)

Mental Problems (Obsession: Angel)

COMBAT MANEUVERS

MANEUVER	BASE DAMAGE	NOTES
Bite	17	18 (30) Must grapple first
Kick	14	14 Bash
Punch	15	12 Bash
Dodge	15	— Defence action
Grapple	17	— Resisted by Dodge
Nails	15	12 Slash/Stab

DRUSILLA

Dru: Daddy's home.

Darla: Angelus. Here for the tasting?

Dru: Look what we have for you. (beat) It's not Daddy. It's never Daddy. It's the Angel-beast.

Darla: Come to punish us?

Dru: Yeah, yeah. Spank us till Tuesday. We promise to be bad if you do.

2.10 Reunion

Drusilla was an innocent young women in early Victorian England who was gifted with the Sight. She was afraid that she might be cursed by the devil because of her visions, but the only devil she had to worry about was a vampire named Angelus. Darla pointed out the young Seer to Angelus, and he decided to make her his new project (Angelus always did have a thing for turning seemingly good people into horrible monsters). The vampire tortured and killed Drusilla's family while forcing her to watch, and when she fled to a convent he killed all the nuns there as well. Once Drusilla's mind had completely snapped, Angelus turned her. Now Darla and Angelus had an insane vampire who could see the future for their new companion.

The three vampires made a great team, but Drusilla wanted more. She felt like a third wheel. Actually, she felt that she was full and warm, yet all alone and the clouds hadn't cried since Sunday (which amounts to roughly the same thing in Drusilla-talk). She was told to go make herself a companion if she was so lonely, so she turned a sad young poet named William into the vampire who would one day be called Spike. The four were a happy little vampire family, though Darla would sometimes leave to do her Master's bidding. Angelus loved to put Spike in his place, and Drusilla cheated on Spike constantly despite the fact that she loved him. The thing that finally tore the group apart was Angelus being cursed with a soul. When it became clear that Angelus was not his old self, Darla just went her own way without telling Spike or Dru what happened. The two thought that Angelus had just left for some unknown reason.

Drusilla and Spike did attempt to track down her sire. They looked in Hungary in 1956, when Drusilla was nearly killed by an angry mob. About forty years later they looked in Prague, where Drusilla was tortured and almost killed by an angry mob that knew a thing or two about vampires. Dru's injuries were the reason Spike brought her to the Sunnydale Hellmouth. They finally found Angelus, only now he had a soul and called himself Angel. Spike was severely injured trying to heal Drusilla with an obscure ritual, but shortly after that Angel managed to lose his soul.

Things were back to the way they used to be, or pretty close. Spike was in a wheelchair and Darla was dead, but Angelus was back in command. He was also back to tormenting Spike and flirting with Drusilla. This made Spike jealous enough to help the Slayer defeat Angelus. He took Drusilla out of town, but she never forgave him. She cheated on him with the vilest of demons until he left her and managed to suffer all sorts of complications back in Sunnydale. Drusilla was all alone. At least she was until she was contacted by Wolfram & Hart.

The evil law firm had somehow managed to bring Darla back as a human, and they wanted Drusilla to turn her back into a vampire. Drusilla wanted Angelus back as well, but he never did turn evil, just bad. That was close enough for her, the only thing she needed to make things complete was her William. She came down to Sunnydale to bring him back, but by that time he was too in love with the vampire slayer to be hers again (he was pretty tempted though). In the end, it all came apart and she was alone again.

Drusilla is still at large, and it should be noted that she is the only member of her little family who has never been killed (that first time from human to vamp doesn't count), never been sent to hell, and never had a soul put back inside her. She comes off as a complete loon who speaks nonsense, but she is almost never wrong about her visions. The problem is that she is too far gone to do anything to change the future she sees in her visions, and nobody else really gets what she tries to say (though Spike came close). She loves Spike with all her heart but she always cheated on him and tormented him. Drusilla is a capricious black goddess who will rarely make sense but always keep things interesting. She makes a great Adversary, an experienced and unpredictable vampire with supernatural mental powers to give her an added edge.

She could also be used as a plot device in any Series that actually uses Angel as a Cast Member. When Darla came back, Angel tried desperately to help her find redemption because maybe that would somehow help him redeem himself. Angel knew he couldn't make up for all the bad things he had done, but helping Darla become good seemed like a start. How much stronger would these feelings be if Angel thought he could help Drusilla? He's the one responsible for making her the way she is, he's never really had the heart to slay her, what would Angel do if he thought he had a chance to save her? What horrible compromises would he be willing to make if it would somehow help Drusilla become closer to what she was before Angelus destroyed her life?





LIFE POINTS 58
 DRAMA POINTS 10
 EXPERIENCE POINTS

CHARACTER NAME DURISILLA
 CRITTER TYPE Vampire
 MOTIVATION Whimsical nut job



ATTRIBUTES

STRENGTH	<u>4</u>	INTELLIGENCE	<u>4</u>
DEXTERITY	<u>6</u>	PERCEPTION	<u>6</u>
CONSTITUTION	<u>5</u>	WILLPOWER	<u>7</u>

QUALITIES

Vampire	Attractiveness +3
Age 2	Natural Weapons (Nails)
Hard to kill 4	Hypnosis 3
Psychic Visions	Supernatural Senses (as needed)

SKILLS

ACROBATICS	<u>9</u>	KNOWLEDGE	<u>5</u>
ART	<u>6</u>	KUNG FU	<u>8</u>
COMPUTERS	<u>0</u>	LANGUAGES	<u>4</u>
CRIME	<u>6</u>	MR. FIX-IT	<u>0</u>
DOCTOR	<u>0</u>	NOTICE	<u>8</u>
DRIVING	<u>0</u>	OCCULTISM	<u>10</u>
GETTING MEDIEVAL	<u>6</u>	SCIENCE	<u>0</u>
GUN FU	<u>0</u>	SPORTS	<u>0</u>
INFLUENCE	<u>7</u>	WILD CARD	<u>0</u>

DRAWBACKS

Covetous (Lecherous)	
Love (Tragic)	
Mental Problems (Deranged Cruelty)	
Mental Problems (Deranged Delusions)	

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	

COMBAT MANEUVERS

MANEUVER	BASE BONUS	DAMAGE	NOTES
Bite	14	12	Must grapple first
Dodge	15	—	Defence action
Grapple	17	—	Resisted by Dodge
Nails	14	8	Slash/Stab
Hypnosis	16	—	Target hesitates
Hypnosis	15	—	Create illusion
Hypnosis	14	—	Control target

HARMONY

Harmony: I'm really, really sorry, you guys. I totally wouldn't have hit you over the head and put you in the closet if I didn't have a really good reason. It's just... I was scared, and... (sighs) (to Angel) I know you never wanted me as your assistant, and... OK, I made some bad choices. I mean, it's not like I have a soul. I have to try a lot harder.

5.9 Harms Way

Harmony started out as Cordelia's best friend and the nominal head of the Cordettes, the beautiful popular girls that acted as Queen Cordie's private little court in high school. Cordelia determined what was in, what was out, and the Cordettes fell right in line behind her. Harmony was pretty much leading a shallow existence until her Graduation Day when she was bitten by one of the Mayor's vampiric minions. After that, Harmony was still as shallow as ever, she was just undead and evil to boot. She hooked up with Spike when he came back to Sunnydale in search of the Gem of Amara and became his girlfriend for a while. At least she thought of herself as his girlfriend. He thought of her as the attractive blond to have some casual sex with until the moment something better came along (but don't tell her that). When Spike got chipped and made the transition from Adversary to Ally, Harmony tried leading her own gang of vampire minions. It didn't go well.

After the umpteenth dumping on by Spike, Harmony decided to partake in the traditional Sunnydale pastime of Leaving Town For LA. She looked up her best friend Cordelia, and after an initial misunderstanding Cordelia learned that Harmony was a vampire. Harmony decided that since she had no real talent for being evil, she'd give being good a try. Cordelia and Lorne tried to get her going on that path, and Harmony worked for Angel Investigations for almost an entire day before she betrayed everybody to Selective Slaughter, the pyramid scheme concocted by Doug

Saunders (see p.?). Angel and his team wiped out the Selective Slaughter vamps, but Cordelia decided to spare Harmony's life.

This left Harmony alive but without her only friend, alone in a cruel and uncaring world. Don't feel too bad for her though, she eventually ended up getting a secretarial job with a demonic law firm and even made steps towards curbing that whole human blood addiction thing. She spent almost a whole year working as CEO Angel's personal secretary (a job she got through sheer nepotism since Lorne recognized her and grabbed her out of the secretarial pool). She wasn't very good at being evil, she didn't excel at being good, but Harmony was determined to be the best damn secretary a vampire with a soul could ever ask for. There was a bit of a set back when a jealous vampire secretary (once the regime at Wolfram & Hart changed, it opened the way for vampires with clerical skills) framed Harmony for murder and tried to get Harmony blamed for ruining a peace settlement between the Sahvrin and the Vinjis demon clans (see p.?), but Harmony managed to clear her name and even save the day. It looked like Harmony was going to turn out alright and help Angel and company after all.

Things don't always turn out like they seem. Harmony ended up betraying Angel to his liaison with the Senior Partners. Then again, Angel expected her to do that and had even planned for it, so it all worked out in the end. Angel beat the liaison Hamilton, the Wolfram & Hart Los Angeles branch collapsed in on itself, and Harmony walked away from the whole apocalyptic battle with a very nice recommendation letter from Angel.

Harmony is like the old Cordelia without the empathy and compassion. She speaks her mind with a brutal honesty, which is a niche that needs to be filled in any Whedonverse Cast. She does have the potential to do good, or at least Lorne seems to think so (she does keep trying, but she doesn't have a soul so she needs to be cut a little slack in that department). She also has yet to really get over her blondie bear, so it's always fun to throw her into any Series that features Spike (either as a Cast Member or an Adversary).





LIFE POINTS

48

DRAMA POINTS

5

EXPERIENCE POINTS

CHARACTER NAME HARMONY KENDALL

CRITTER Type Vampire

MOTIVATION Just a beautiful young vampire
trying to make it in the big city



ATTRIBUTES

STRENGTH	4	INTELLIGENCE	1
DEXTERITY	5	PERCEPTION	2
CONSTITUTION	4	WILLPOWER	2

SKILLS

ACROBATICS	2	KNOWLEDGE	1
ART	0	KUNG FU	2
COMPUTERS	0	LANGUAGES	0
CRIME	1	MR. FIX-IT	0
DOCTOR	0	NOTICE	0
DRIVING	0	OCULTISM	1
GETTING MEDIEVAL	2	SCIENCE	0
GUN FU	0	SPORTS	0
INFLUENCE	2	WILD CARD	0

USEFUL INFORMATION

INITIATIVE (D10 + DEX)

PERCEPTION (D10 + PER + NOTICE)

NOTES

SUCCESS LEVELS TABLE

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
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15-16	4	VERY GOOD
17-20	5	EXCELLENT
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24-26	7	MIND-BOGGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	

QUALITIES

Vampire
Hard to kill 2

DRAWBACKS

Emotional Problem
(Emotional Dependency)
Love

COMBAT MANEUVERS

MANEUVER	BASE	BONUS	NOTES
Bite	9	12	Must grapple first
Dodge	7	—	Defence action
Grapple	9	—	Resisted by Dodge
Kick	6	10	Bash
Punch	7	8	Bash



JAMES AND ELIZABETH

Angel: How's that feel invincible boy? Is this your idea of love, James? It's not real unless it kills you?

James: Yeah. What's yours? It's fun as long as it doesn't cost me anything? You don't know what love is. You think you won, just because you're still alive? I lived. You just existed.

3.1 Heartthrob

James and Elizabeth were a vampire couple that ran with Angelus and Darla back in the 1760s, back when Angelus was still getting the hang of the whole vampire thing and the biggest threat that he had to worry about was a famous vampire hunter named Holtz. James and Elizabeth were rather unique as a vampire couple due to the fact that they were in love with each other. Truly, madly, deeply in love, two soulmates who found endless joy just being in each other's presence. Angel and Darla were a very sexual and passionate couple together for about a hundred and fifty years, but this didn't stop them from betraying each other at the drop of a hat. Spike and Drusilla were together for a century, but Dru managed to put Spike's undead heart through the ringer throughout their relationship. James and Elizabeth weren't like that. They were the real deal, Young Werther in Love, all sonnets and roses and pledges of undying love that would last until the end of time.

It lasted about two hundred and fifty years until Angel managed to kill Elizabeth. Once James found out what happened to his truest love and who was responsible, he went to a Slough Demon to make himself temporarily invulnerable in order to exact revenge on Angel (using the Vampire Without A Heart, see *Angel Corebook* p154). Things didn't go as planned, but James did manage to fill Angel with a bit of self doubt. If Buffy had been Angel's one true love, then how could he possibly go on as if everything was okay after she died? That was pretty much the role of James and Elizabeth on the TV show, to contrast Angel's relationships with Darla and Buffy to the epic love of James and Elizabeth.

They can do a little bit more in your Series. James and Elizabeth are the vampire couple to which other vampire couples might aspire. As much as Spike loved Drusilla, James loves Elizabeth more. They will never betray each other, they will never do anything to put the other in harm's way, and they will perform all manner of ridiculously brave acts to save the other. Think Anne Rice with some extra heaping portions of bodice ripper thrown in and you pretty much have James and Elizabeth. They would make great Adversaries for a group of vampire hunters, committing all sorts of evil deeds while proclaiming undying love for each other. Darla and Angel's betrayal as foreplay was fun, you can't get any cooler than Spike and Drusilla's vampire Sid & Nancy, but sometimes you just need a vampire couple that will speak like they are rehearsing for Romeo & Juliet and will do any manner of brave and foolish thing in the name of love.

Doctor Gregson's Technique

When James decided that he would avenge Elizabeth's death at any cost, he went to a Slough Demon named Dr. Gregson to have his heart removed. This would normally have killed him anyway, but Dr. Gregson was able to safely remove supernatural organs of power and keep them safe (see *Angel Corebook* p. 156 for details on the ritual). The upside of this for James was that he was effectively invulnerable. The downside is that this invulnerability only lasted six hours, and then James became a pile of dust on a subway. This is something only the most desperate of vampires would sign on for (but something to keep in mind if the Cast Members make a vampire Adversary truly desperate).

Doctor Gregson is described as a collector, so it is likely that even after James became dust his heart was still intact. It has already been established on the show that there is a thriving black market for supernatural power organs. Who knows what dark rites could be performed with an intact vampire heart? Given the unlikelihood of a vampire deciding to trade in his immortality for six hours of invulnerability, Dr. Gregson probably collects a lot more than vampire hearts. His office could have jars full of deer eyes and Kungai Tak horns, whatever the Director feels would be useful and disturbing for the Cast to find.

Name: James
Motivation: Do anything for his true love Elizabeth
Critter Type: Vampire
Attributes: Str 8, Dex 7, Con 8, Int 3, Per 4, Will 3
Ability Scores: Muscle 22, Combat 19, Brains 13
Life Points: 95
Drama Points: 5
Special Abilities: Hard to Kill 7 (2 from Vampire) ; Vampire

Maneuvers

Name	Score	Damage	Notes
Bite	21	30	Must Grapple ; no defense
Dodge	19		Defense action
Grapple	21		Resisted by Dodge
Kick	18	23	Bash
Punch	19	21	Bash



Name: Elizabeth
Motivation: Do anything for her true love James
Critter Type: Vampire
Attributes: Str 6, Dex 7, Con 6, Int 3, Per 3, Will 3
Ability Scores: Muscle 18, Combat 19, Brains 13
Life Points: 79
Drama Points: 4
Special Abilities: Hard to Kill 7 (2 levels from Vampire) ; Vampire

Maneuvers

Name	Score	Damage	Notes
Bite	21	24	Must Grapple ; no defense
Dodge	19		Defense action
Grapple	21		Resisted by Dodge
Kick	18	19	Bash
Punch	19	17	Bash





LAWSON

Lawson: You gave me just enough, didn't you? Enough of your soul to keep me trapped between who I was and who I should be. I'm nothing'... because of you.

5.13 Why We Fight

Sam Lawson was part of an American team sent on a mission to capture a German T-class prototype u-boat in 1943. Allied losses were high in the Atlantic and the United States wanted to find out what made the u-boats tick so that they would have more of an edge in the fight for the Atlantic. At least this is what the Navy told Lawson and company. When the Americans managed to kidnap the prototype submarine, they didn't find Jürgen Prochnow and his crew on the 8-96 singing along with British records. Instead, they found themselves fighting for their lives against three old and powerful vampires... Nostroyev (see p. [?]), the ancient Prince of Lies (see p. [?]), and a brash young vamp in an SS coat who turned out to be none other than Spike (see p. [?]).

The few humans left alive locked themselves in the torpedo room to get away from the vampires, and the vampires didn't know how to crew a u-boat, so a bit of a stalemate resulted in one u-boat going nowhere fast. That's when a new agency called the Demon Research Initiative (see *Military Monster Squad: The Initiative Sourcebook* to find out what happened to them) contacted Angel and told him that he was going on a rescue mission. The United States dumped Angel into the ocean with a couple of weights strapped to his body

and he crawled into the sub through the torpedo tube. Lawson was the highest ranking human left alive, so he was in charge of keeping the rest of his men calm. Angel managed to handle the vampires (none of whom knew about the whole Cursed With A Soul thing) and everything seemed like it might work out after all.

Then it was discovered that the mission had nothing to do with u-boat technology. The one German officer left alive, an SS officer named Heinrich, had a report called Intra-Gehirn Anregung und Macht über Sub-Dämonen. Genauer: Vampir. Intra-cerebral stimulation and power over sub-demons - classification: vampire for all of you who don't speak German. It turns out that the Nazis were researching ways to control vampires through surgical techniques and the Americans wanted to be able to do the same thing (considering Spike ended up with an Initiative chip in his head six decades later, looks like the United States eventually got hold of that technology after all). Angel made a command decision to burn the report, The United States could have the u-boat but Angel didn't like the idea of slicing into vampire heads to make them super troopers. The only complication left was to get the sub's propulsion motor fixed so that everybody could get on their way, and Lawson was more than able to that. Unfortunately, Heinrich stabbed Lawson with a screwdriver. The only way that the sub could be fixed was for Lawson not to die, and the only way that Angel could keep Lawson from dying was to turn him into a vampire.



Lawson was overcome with that initial bloodlust that all new vampires get, but Angel kicked him out of the u-boat twenty miles from land and with eight hours left before sunrise (he did the same thing to Spike). Angel also told Lawson that he would be killed if he ever showed up again.

Angel jumped ship in Maine and went underground for the rest of the war, not really thinking about the vampire he had sired. Lawson was thinking about him though. Lawson checked up on his sire every ten years or so. The last time Lawson had tracked down Angel, the vampire with a soul was living off of rats in New York because he was still feeling remorse about feeding from a gunshot victim. With that in mind, Lawson was quite surprised to find out that Angel had become CEO of Wolfram & Hart. After sixty years, Lawson paid Angel a visit. He also made sure to get Fred, Gunn, and Wesley strung up with wire around their necks as insurance. He wanted Angel to explain to him why he got no joy from killing. He wanted to know if he had a soul. He wanted Angel to give him a purpose, just like he had when he was human and knew his place in the world. Angel gave him a stake to the heart instead.

Lawson is an example of what happens when a vampire with a soul sires another vampire. The result is neither the regular 12-point Vampire nor the humane 15-point Vampire. Instead, you wind up with something in the middle. Being a Partially Ensouled Vampire is worth 13-points. The vampire still feels a connection to a greater darkness, he still feels compelled to do evil, but he gets no joy from it. They are like nymphomaniacs who must have sex constantly yet can not enjoy it. If such a vampire was to sire more undead, it is likely that those vampires would suffer from the

same condition. There is no difference between "half a soul" or "one eighth of a soul". A vampire either has a soul, has no soul, or is stuck in some middle gray area. Post-soul Spike sired a few vampires under the influence of the First, maybe a few of them are still running around and creating more of their kind in a vain attempt to find a sense of purpose.

If the Director wants a whole clan of ancient angsty vampires, like the kind Anne Rice goes on about, he could postulate a vampire with a soul in the distant past who sired what has become a moody subclass of vampire. They now dress in leather and velvet, write depressing poetry, go on about the loneliness and despair inherent in their condition, and listen to lots of goth music. In short, they act just like the modern gothic vampire is portrayed as acting. Crossing paths with such a group of undead might make an interesting change of pace for the Cast Members used to the more common bloodsucking fiends of the Whedonverse. Remember kids, Bela Lugosi is Dead.

Name: Sam Lawson
Motivation: He's been trying to figure that one out for sixty years.
Critter Type: Vampire
Attributes: Str 6, Dex 5, Con 6, Int 5, Per 3, Will 3
Ability Scores: Muscle 18, Combat 16, Brains 15
Life Points: 73
Drama Points: 5
Special Abilities: Hard to Kill 5, Vampire, +2 to Brains
Score for Mr. Fix-it rolls

Maneuvers

Name	Score	Damage	Notes
Bite	18	23	Must Grapple, no defense
Dodge	16	-	Defense action
Grapple	18	-	Defense action
Kick	15	18	Bash
Punch	16	16	Bash

MARCUS

Marcus: Most things that live and breath hate the dark and love the light. We are different though, aren't we? We hate the light of day, and it hates us back in kind. You hid the ring Angel, or you could be walking in the light right now. So I have to wonder: what do you want if not the ring? It's through the pain that we find the truth of who we are. It strips us of our defenses. We are made innocent again like children. I like children, Angel. I'm here to help you find that innocence, Angel... here... with the light.

1.3 In The Dark

Marcus was a vampire hired by Spike to torture the location of the Gem of Amara out of Angel. On the surface this seems like a bad idea, since any vampire would be glad to have the gem and nothing was stopping Marcus from just taking the ring for himself. Spike wasn't worried about that. All Marcus cared about was perfecting the art of torture (he himself had

invented some of the classics) and children. Marcus liked to eat children. He also liked to do other things to them (do you get that Marcus was creepy in a major way yet?). Spike had no reason to expect that Marcus would ever take the Gem of Amara for himself, so it came as a complete surprise when Marcus took the ring for himself. Eventually Angel managed to grab the ring and dust Marcus, but not until after Marcus had spent the better part of the day sticking hot pokers in Angel (all while listening to Mozart, though some people often mistook it for Brahms).

Marcus can either be used as a one shot villain or as the Adversary for an entire Series. He's a vampire, which makes him evil by definition, but Marcus is really evil. Marcus is calm satisfaction from torturing others evil. Marcus is pedophile evil. He's the kind of evil you expect to find in a Gestapo uniform hanging out in death camps (come to think of it, he probably was wearing a Gestapo uniform and hanging out in death camps back in the day). Other vampires have human motivations that might make them easier to get. James will do anything for Elizabeth, Russell Winters wants a comfortable life, Doug Saunders wants to get rich quick. Marcus doesn't really have that, he is just a cold hearted creepy evil bastard. This is good, because sometimes a Series needs a cold hearted creepy evil bastard for the heroes to rally against. Marcus is definitely the man for that job.

NOSTROYEV THE VAMPIRE

Nostreyev: I was Rasputin's lover!

5.13 Why We Fight

When the Demon Research Initiative sent Angel on an underwater rescue mission in 1943, he found a German u-boat filled with some of the more notorious vampires of Europe. There was the Prince of Lies, perhaps the oldest vampire every encountered. There was William the Bloody, the fan favorite Spike, who was known for the fact that he killed a Slayer (the second Slayer he would kill hadn't been born yet). There was also Nostroyev. Nostroyev was a big boisterous Russian who dressed like a cossack. He was the Scourge of Siberia and Butcher of Alexander Palace. He tore

Name: Marcus
Motivation: Discover the secrets of existence by torturing others.
Critter Type: Vampire
Attributes: Str 8, Dex 7, Con 6, Int 3, Per 3, Will 4
Ability Scores: Muscle 18, Combat 20, Brains 15
Life Points: 79
Drama Points: 3
Special Abilities: Hard to Kill 7 (2 levels Vampire), Vampire, Wildcard (Torture) 10

Maneuvers

Name	Score	Damage	Notes
Bite	22	30	Must Grapple ;no defense
Dodge	20		Defense action
Grapple	22		Resisted by Dodge
Kick	19	23	Bash
Pistol	20	17	Bullet
Punch	20	21	Bash
Redhot Poker	20	29	Slash/stab
Spin Kick	19	25	Bash



Name: Nostroyev			
Motivation: More blood! More vodka!			
Critter Type: Vampire			
Attributes: Str 7, Dex 6, Con 7, Int 3, Per 3, Will 3			
Ability Scores: Muscle 20, Combat 19, Brains 13			
Life Points: 87			
Drama Points: 2			
Special Abilities: Age, Hard to Kill 7, Vampire			
Maneuvers			
Name	Score	Damage	Notes
Axe	19	35	Slash/stab
Bite	21	27	Must Grapple, no defense
Dodge	19		Defense action
Grapple	21		Defense action
Kick	18	21	Bash
Punch	19	19	Bash



people open and played "Coachman, Spare Your Horses" on the lute of their entrails. He claimed to be Rasputin's lover.

Angel had never heard of him.

When Angel told the other vampires that the remaining humans on the u-boat were to be left alive because they were the only ones capable of operating the underwater vessel, Nostroyev disagreed violently. Angel calmly killed the vampire with his own axe. So falls the mighty. Still, it might be fun to have a hard drinking, axe wielding, loud vampire as an Adversary once in a while. The kind of vampire that John Rhys-Davies would play, were he ever to play a vampire in a movie. Directors can feel free to use him as a villain in a pre-1943 Episode or just alter history a bit so that he is still around after all. Wolfram & Hart brought Darla back once, who's to say they couldn't bring back teh Scourge of Siberia?

PENN

Angel: I'm sorry what I did to you, Penn, what I turned you into.

Penn: A first class killer? A bold re-interpretor of the form?

Angel: Try cheesy hack. Look at you. You've been getting back at your father for over 200 years. It's pathetic, and cliched. You've probably got a killer shrine on your wall. News clippings, magazine articles, maybe a few candles. Oh, you are so prosaic.

1.11 Somnambulist

Penn was a Puritan that Angelus sired in the 1780s, just over thirty years after he himself had been sired by Darla. In fact, Penn may have been the first vampire sired by Angelus. The fact that they had some sort of psychic link lends a little weight to this theory. Much as he did with Drusilla a hundred years later, Angelus choose Penn because he was such a righteous and good person. Angelus wanted to take the religious young man and transform him into an instrument of evil. In fact, Angelus tried to mold Penn in his own image. The first thing Angelus did after rising from the dead was slaughter his entire family, so this is the first thing that he had Penn do. Angelus started out his vampiric career by mocking religion, for instance he would often carve a cross into the faces of his victims. Penn did the exact same thing.

The unfortunate thing about Penn is that he was doomed to always be nothing more than a protégé. Angelus was creative. Creative in an evil and twisted way, but creative all the same. Penn was not. In two hundred years, Penn never changed his methods. He didn't even change the types of victims he went after. It was the same series of murders, over and over and over again. By the time Angel ran across him in modern Los Angeles, Penn had become something of a serial killer wannabe. He even had the obligatory newspaper clippings taped to the wall as a shrine to his crimes. Two centuries of an evil existence, and nothing really to show for it.

The thing that did set Penn apart was that he had some sort of psychic link with Angel. While Angel slept, his dreams would reflect Penn's experiences. So



while Penn was killing people in Los Angeles, Angel was dreaming about the killing of the same people in Los Angeles. Because of his dreams being about actual murders (and murders that he enjoyed committing), Angel at first feared that he was somehow killing these people while he slept. Sort of a sleepwalking thing, like a vampiric Tyler Durden. When Angel got proof that he wasn't killing people in his sleep and actually paid attention to who the victims were, he finally figured out that Penn was to blame.

This psychic link might have been something Penn developed that was left over from his human days. It wouldn't be the only time Angel sired a religious person gifted with the Sight. A Director could decide that this is an anomaly commonly shared by all vampires and their first sires. Maybe the fact that Penn was the first vampire sired by Angel and was also being made to duplicate events from Angel's life is what created the connection. This sort of thing could be used by Directors for any vampires in their Cast. The first person a Cast Member ever sired comes back after decades or centuries, complete with a psychic link that causes the Cast Member to doubt himself as the Episode begins. Misdirection, always fun.

THE PRINCE OF LIES

Angel: What the hell are you doing?

Prince of Lies: You think I don't know?! I am as ancient as the darkness itself.

Angel: Yeah, you're real old. We know. Just calm down.

5.13 Why We Fight

The Prince of Lies was one of the notorious vampires captured by the Nazis for their Projekt Intra-Gehirn Anregung und Macht über Sub-Dämonen: Genauer: Vampir (The Americans would have just called it something short and sweet like MK-Orlok, probably one of the reasons they won the war). In fact, the Prince of Lies was the one who discovered the report in the first place. He was overcome with rage at the fact that mere mortals would seek to tamper with the mind of an ancient evil such as himself. Angel had to dust the Prince to calm him down. That would seem to have been the end of the Prince of Lies, but the really old vampires seem to have ways of coming back from annihilation. He could show up again one day.

The Prince of Lies has a very long history. He's not the first vampire, but he's probably meet the first one. He is the oldest vampire ever shown on either *Angel* or *Buffy*. He is as old as the most ancient cities, a terror in the night for the people of Çatal Hüyük and Jericho. Maybe. Possibly. Okay, we're just guessing about that part. Not much is known about the Prince of Lies. Rumors that



Name: Penn
Motivation: Be the kind of serial killing monster that would make Angelus proud.

Critter Type: Vampire

Attributes: Str 6, Dex 6, Con 6, Int 2, Per 3, Will 2

Ability Scores: Muscle 18, Combat 19, Brains 13

Life Points: 79

Drama Points: 2

Special Abilities: Hard to Kill 7 (2 levels part of Vampire Quality), Link with Angel, Vampire

Maneuvers

Name	Score	Damage	Notes
Bite	21	24	Must Grapple, no defense
Dodge	19	-	Defense action
Grapple	21	-	Defense action
Kick	18	19	Bash
Punch	19	17	Bash



Friedrich Wilhelm 'F.W.' Murnau hired the Prince of Lies to play the Count Graf Orlok in the 1922 film *Nosferatu, eine Symphonie des Grauens* can neither be confirmed nor denied. This mysterious past gives Directors a lot of room to play with if they use the Prince in their Series.

The Prince of Lies makes a great Adversary, especially for Directors who a little more Max Shrek and a little less Bela Lugosi in their Series. His age means that he has probably forgotten more about the demon world than most Cast Members will ever learn. The word for that is senility. The Prince of Lies is hopelessly out of touch with the modern world and should get a -5 to any

Knowledge rolls to do understand things like electricity of internal combustion. There is no way that he could drive a car, use a computer, or program a VCR. But these aren't things that a good villain needs to do. A good villain needs to point with his clawlike hands, speak in a creepy inhuman voice, and look evil. The Prince has been doing that for thousands of years.

Name: The Prince of Lies
Motivation: Ancient Predator
Critter Type: Vampire
Attributes: Str 6, Dex 6, Con 6, Int 4, Per 4, Will 4
Ability Scores: Muscle 18, Combat 17, Brains 16
Life Points: 88
Drama Points: 3
Special Abilities: Age (lots and lots of Age), Attractiveness -3, Hard to Kill +10, Mental Problems (a bit out of touch with modern times), Vampire

Maneuvers

Name	Score	Damage	Notes
Bite	19	23	Must Grapple, no defense
Dodge	17	-	Defense action
Grapple	19	-	Defense action
Nails	17	17	Slash/Stab



DOUG SAUNDERS

Doug: Because it's time. Everybody, take a seat. It's time to actualize your potential. Time to maximize your personal input and get the most out of your afterlife. To those in here for the first time I just want to say - hi. Hi. You're special. You each have it in you to be the best vampire. Not just any vampire, but a master! How? I'll show you. Through my personally devised, multilevel, exponential flow cooperative. Yeah, I know what some of you are saying. "Hey, Doug, speak English man!" Okay, don't stake me guys, alright? This is how it works.

2.17 Disharmony

It's been established that the type of person someone is as a human determines the type of vampire they will become. The vampire provides the supernatural abilities and the blood lust; the human side provides the memories, thoughts, and personality. The heartless rogue Liam became a heartless rogue of a vampire named Angelus, the hopeless romantic William became the hopeless romantic vampire named Spike, and the motivational speaker and self-described life coach Doug Saunders (the Justice Department just described him as a con man) became the leader of a vampiric cult that was actually a vampiric pyramid scheme.

Most vampires with leadership skills would start a cult dedicated to some obscure demon or the end of the world. Doug Saunders came up with Selective Slaughter: Turning a Blood Bath into a Blood Bank. The idea was that inductees would bring in two victims to

turn into vampires (specifically, vampire followers of the Selective Slaughter plan) and every other human brought in would be kept in a pen as food. As more victims were brought in, the vampire would rise through a rainbow color coded series of ranks. Vampires following the Selective Slaughter Plan were told that they could eventually reach the top of the pyramid hierarchy just like good old Doug. Why be a minion when you can release the master within?

It may sound dorky, but normal people get suckered into pyramid schemes every day. Harmony managed to get caught up in it, but then again she was always something of a sheep anyway. The whole thing fell apart when Angel dusted Doug Saunders, but Selective Slaughter was on to something. They didn't really have any concrete goals besides rising within their own organization, but the very structure of Selective Slaughter meant that it was a rapidly growing organization that was reasonably discrete for a group its size. What would have happened if Angel hadn't stepped in? There might have been Selective Slaughter branches all over the country. This would actually be the best way to use Doug Saunders and Selective Slaughter, as a huge encompassing conspiracy that the Cast keeps running across, not realizing until the very end that the whole thing was just some pyramid scheme scam run by an undead con artist.

Name: Doug Saunders

Motivation: Help Vampires actualize their potential through yet another Doug Saunders pyramid scheme.

Critter Type: Vampire

Attributes: Str 6, Dex 5, Con 5, Int 3, Per 2, Will 3

Ability Scores: Muscle 18, Combat 16, Brains 12

Life Points: 69

Drama Points: 2

Special Abilities: Hard to Kill 5 (2 levels part of Vampire Quality), Vampire

Maneuvers

Name	Score	Damage	Notes
Bite	18	23	Must Grapple, no defense
Dodge	16	-	Defense action
Grapple	18	-	Defense action
Kick	18	18	Bash
Punch	16	16	Bash





SPIKE

Spike: Come on, hero. Tell me more. Teach me what it means. And I'll tell you why you can't stand the bloody sight of me.

Angel: Tell it to your therapist.

Spike: Cause every time you look at me you see all the dirty little things I've done, all the lives I've taken because of you! Drusilla sired me but you... you made me a monster.

Angel: I didn't make you, Spike. I just opened up the door... and let the real you out.

Spike: You never knew the real me. Too busy trying to see your own reflection... praying there was someone as disgusting as you in the world, so you could stand to live with yourself. Take a long look, hero. I'm nothing like you!

5.8 Destiny

Spike started out his life as William, a foolish young romantic in Victorian London who wrote terrible poetry and lived with his ailing mother. He had the odd luck to run into Drusilla after having his heart broken by the object of his affections (and terrible poetry). Drusilla saw great potential in young William and turned him in a dark alley. William the simpering bad poet became the vampire known as William the Bloody. He joined Angelus, Darla, and Drusilla on their various rampages and bloodbaths, eventually he changed his name to Spike.

From the very beginning, there was a bit of conflict between Spike and Angelus. One of the first lessons Angelus ever taught Spike was that there was only one vampire in charge and William the Bloody was not it. Angelus demonstrated this by having his way with Drusilla in front of Spike on the very same night that Spike had gone on about how Drusilla was his destiny. Once Angelus was out of the way (the whole cursed with a soul thing), Spike started to make a name for himself. He is known for the fact that he killed two Slayers (which is two more than Angelus had ever killed). After a century, Spike managed to run into Angelus again, only now he was calling himself Angel and helping the current Slayer. Spike was amazed and appalled. When Angel lost his soul by having his first moment of true happiness in a hundred years, Spike suddenly remembered how annoying Angelus could be.

Spike and Angel are such opposites that it is interesting to compare them. The first thing Angel did when he was turned was return to his home and slaughter his entire family. The first thing Spike did was sire his ailing mother so that she could be healthy and with him forever (this didn't work out very well, as vampire mom said some mean things to Spike and came on to him before he was forced to stake her). Angel had a soul forced into him as a punishment for all the horrible things he had done. Spike went out and fought



for his, enduring a long series of trials against overwhelming odds until he was finally rewarded with a soul. Angel wandered aimlessly and without direction for most of the twentieth century, afraid to make any real connection with the humans all around him as he tried to come to terms with the evil that he had done. It took Spike a couple of weeks going crazy in a high school basement to resolve what he had done in the past with who he was now.

Don't even get either one of them started about Buffy.

In the two and a half centuries that Angel was alive, he only ever loved one woman, and that was Buffy. They had one night together that caused Angel to lose his soul (there was another night of romance, but the Oracles folded time to unmake that whole day and now Angel is the only one who remembers it). When Angel realized he could never be with Buffy, he left for Los Angeles. Spike knew love before he ever met Buffy. When he fell in love with her, it was while he still had no soul (though he did have a chip). His love for Buffy was the main thing that motivated him to seek a way to get his soul back in the first place. Even when he realized that Buffy didn't love him like he loved her, he stayed by her side to fight against the forces of evil (the First Evil in fact). In the end, Spike gave his life to save the world, making sure that the woman he loved was safe before dying in a blaze of intense light.

Nineteen days later he showed up as a ghostlike being in the offices of Wolfram & Hart when Angel opened up an envelope containing the amulet Spike had worn to close the Hellmouth. Nobody really knew why he was there or even what exactly he was. He kept vanishing from our reality and later reappearing due to the efforts of one Mathias Pavayne (see p. [?]), but this stopped when Pavayne was neutralized. Spike learned how to use the ghostly poltergeist effect after that, but before too long he was corporealized by an unknown source. With two vampire champions with souls in the world, the Shanshu Prophecy caused the universe to go out of whack a bit until it could be determined who exactly was the one who would be rewarded with humanity in the end. Angel and Spike fought over it and Spike won, the first time he had ever beaten his sire. It all turned out to be a hoax, the universe didn't care how many ensouled vampire champions existed, and things went back to normal. As Angel got more caught up in the life of a Wolfram & Hart CEO, Spike took to the streets and began helping the helpless. He even had a guy named Doyle with visions from the Powers That Be as his guide, just like Angel used to.

It all turned out to be one big scam. "Doyle" was really Lindsey McDonald all new, tattooed, and full of mojo. The amulet being sent to Wolfram & Hart, Spike's haunting of Angel, the recorporealization, the Shanshu turmoil, it was all done by Lindsey and his girlfriend Eve to shake up Angel while getting back at the Senior Partners. Spike was less than pleased since he doesn't enjoy being played for a fool, but in the end everybody

looked past their differences to strike one major blow against the Circle of the Black Thorn and the Senior Partners. When Spike was last seen, he was in an alley with Angel, Illyria, and a severely wounded Charles Gunn getting ready to face the worst army of fiends ever vomited forth from hell. It is unknown whether he survived that fight or not, but if he did die it's the way he would have wanted to go. If he had to die, Spike could think of worst ways than going out in the middle of the fight of his life.

If Spike did die, at least he finally got an audience to applaud his poetry before he went.

How Spike is played depends on when he shows up. Pre-chip pre-soul Spike will be cruel, reckless, and unpredictable. A chipped Spike will be pretty much the same, except he won't be able to hurt people and he'll be anxious to somehow get the chip removed. Once Spike realizes that he is in love with Buffy, he starts to make the transition from villain to hero. It is a slow transition, by no means complete, but he does eventually get his soul back and save the world. He spends some time as a ghostlike being after that, but eventually returns to corporeality. The fact that Spike is a vampire with a soul who played an important role in an apocalyptic battle means that the Shanshu Prophecy might not have been about Angel at all, which would amuse Spike and annoy Angel. Whether he's good or evil, Spike is a hopeless romantic motivated by his heart.

SPIKE SEASONAL ADJUSTMENTS

When Spike first shows up in Los Angeles looking for the Gem of Amara, he is a little less experienced than shown here. His Acrobatics, Kung Fu, and Getting Medieval Skills should all be reduced by two. During the latter part of Angel Season One, Spike is in Sunnydale with a government chip jammed in his head. At the end of Angel Season Three, Spike goes off on a quest to get his soul back. Once Spike becomes ensouled, his Cruelty 2 becomes Cruelty 1 and Honorable 1. He also gains a point each in his Acrobatics, Kung Fu, and Getting Medieval Skills. When he appears at Wolfram & Hart at the beginning of Season Five, he has what amounts to the Ghost Quality, though it takes him awhile before he can use the poltergeist effect. The rest of Season Five, Spike is as shown below.



ANGEL

Roleplaying Game

LIFE POINTS 94
 DRAMA POINTS 10
 EXPERIENCE POINTS



CHARACTER NAME SPIKE aka William the Bloody
 CRITTER TYPE Vampire
 MOTIVATION Have fun; take Angel down a peg or two

ATTRIBUTES

STRENGTH	<u>8</u>	INTELLIGENCE	<u>3</u>
DEXTERITY	<u>8</u>	PERCEPTION	<u>3</u>
CONSTITUTION	<u>7</u>	WILLPOWER	<u>3</u>

QUALITIES

Vampire	Attractiveness +3
Age 2	Nerves of Steel
Hard to kill 8	Situational Awerness
Fast Reaction Time	

SKILLS

ACROBATICS	<u>10</u>	KNOWLEDGE	<u>4</u>
ART	<u>2</u>	KUNG FU	<u>9</u>
COMPUTERS	<u>0</u>	LANGUAGES	<u>0</u>
CRIME	<u>5</u>	MR. FIX-IT	<u>2</u>
DOCTOR	<u>2</u>	NOTICE	<u>0</u>
DRIVING	<u>4</u>	OCCULTISM	<u>4</u>
GETTING MEDIEVAL	<u>8</u>	SCIENCE	<u>0</u>
GUN FU	<u>2</u>	SPORTS	<u>0</u>
INFLUENCE	<u>4</u>	WILD CARD	<u>0</u>

DRAWBACKS

Covetous (Lecherous)
Love (Tragic)
Mental Problems (Cruelty) 2
Adversary (Several) 3

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	

COMBAT MANEUVERS

MANEUVER	BASE DAMAGE	NOTES
Bite	19	24 Must grapple first
Dodge	18	— Defence action
Grapple	19	— Resisted by Dodge
Kick	16	18 Bash
Punch	17	16 Bash
Spin Kick	15	20 Bash
Stake	16	16 Slash/Stab
Through the Hearth	13	16 x5 vs vamps
Sweep Kick	16	8 Bash
Sword	16	32 Slash/Stab



UL-THAR'S VAMPIRE CULT

Vampire: As it has been prophesied - by our great potentate Ul-thar, we vow our lives to protect this - special child.

Angel: You hear that? Our kid. Special.

Vampire: Now let us kill the humans so we may use their blood to nourish the mother - and her miracle child.

Darla: Guess I'm getting dinner after all.

3.8 Quickening

The Cult of Ul-thar was one of the many occult groups who wanted to get their hands on Angel and Darla's son Conner. The miraculous child of two vampires figured prominently in their belief system. Knowing demonic cults, the rest of their belief system probably involves somehow bringing about the end of the world. When one of Wolfram & Hart's supernaturally powered assassins tried to kill baby Conner, the Cult of Ul-thar quickly dispatched the assassin. This is a good thing. They also wanted to honor the miracle child by killing Angel, his team, and Darla. This was a bad thing. Angel managed to wipe out most of the cult some time before his son was stolen by Holtz and taken to the hell dimension of Quortoth.

Wiping out most of a cult is not the same as wiping out all of a cult. Directors may wish to have a stronger reorganized Cult of Ul-thar come back to plague the Cast. What if a reorganized Cult of Ul-thar recognizes the returned Conner as their lost miracle child? Would

they still wish to worship him? Would they kill him as a walking blasphemy? Better yet, what would be Conner's reaction to the vampire cult? Conner gets pretty dark towards the end of his time with Angel Investigations. What if the teenaged miracle child decides that an army of fanatical vampire worshippers is just the kind of thing he could use to get back at his father and all the other people who he believes have hurt him.

RUSSELL WINTERS

Russell: I was sorry to kill her so soon.

Lindsey: Actually, you haven't seen her in several weeks. You were in a conference yesterday with your contract lawyers when the unfortunate incident occurred. And we've located a witness that is telling police that he saw a dark complected man with blood on his hands fleeing the scene.

Russell: Impressive.

Lindsey: Wolfram & Hart is a full service law firm, Mr. Winters. It is our job to see to it that our clients lives run more smoothly.

Russell: Who is this? A fresh face. I think we should meet.

Lindsey: Should I alert the firm that this young lady may constitute another long-term investment?

Russell: I don't think so. I just want something to eat.

1.1 City Of

Name: Minions of Ul-thar
Motivation: Worship the miracle child by killing lots of other people
Critter Type: Vampire
Attributes: Str 5, Dex 4, Con 5, Int 2, Per 3, Will 3
Ability Scores: Muscle 16, Combat 14, Brains 11
Life Points: 59
Drama Points: 1-3
Special Abilities: Hard to Kill 3 (2 levels part of Vampire Quality), Vampire

Maneuvers			
Name	Score	Damage	Notes
Bite	16	19	Must Grapple, no defense
Dodge	14	-	Defense action
Grapple	16	-	Defense action
Kick	13	15	Slash/Stab
Punch	14	13	Slash/Stab



When Angel first came to Los Angeles, he spent his time patrolling alleys and slaying roving groups of low level vampires. This strategy worked well enough back in Sunnydale, Angel had no reason to think that things would be different in Los Angeles. Russell Winters was Angel's first exposure to the way things really worked in Los Angeles. Russell Winters wasn't like most of the vampires Angel had dealt with before. He had a prominent public persona, he paid taxes and gave money to charity. He helped young women achieve their dreams (of course, he also feed on a lot of these young women). Any situation that might have caused problems for Mr. Winters was promptly dealt with by his lawyers at Wolfram & Hart. Russell Winters wasn't just some bloodsucker living in a ratty nest in the bad part of town, he was connected.

He was also Angel's first mission for the Powers That Be. The first time Doyle had a vision for Angel, it was to save a young woman named Tina from Death By Winters. Angel failed. Then Cordelia made Mr. Winter's menu list. In the end, Angel managed to save Cordelia, dust Winters, and get introduced to the evil that is Wolfram & Hart. Angel couldn't even get in trouble for killing such a public figure, because there was no body. Just an office chair pushed out of one of the top floor windows of Russell Winters Enterprises and a sprinkling of dust on the empty sidewalk below.

Russell Winters could be used as an Adversary in a series that focuses on Los Angeles before Angel got there, or even an alternative Los Angeles where Angel never showed up (see p.?). He could also be used as a model for an Adversary in an ongoing campaign. He's obviously an experienced vampire, but he's not a legendary vamp like Angelus or Spike. His main power isn't going to be fighting fist and fang with the Cast Members. His main power is going to be using his connections to make life hell for the heroes. How are the good guys going to fight evil when they have been issued a restraining order, their utilities have been cut off, and the newspaper is printing all sorts of horrible allegations about them. Being able to survive a jump off of a six story building is cool, being able to effectively destroy someone's life with a few phone calls is downright impressive.



Name: Russell Winters

Motivation: Get richer, maintain his public identity as a good citizen, drink the blood of pretty young women

Critter Type: Vampire

Attributes: Str 6, Dex 5, Con 5, Int 3, Per 3, Will 3

Ability Scores: Muscle 18, Combat 16, Brains 14

Life Points: 69

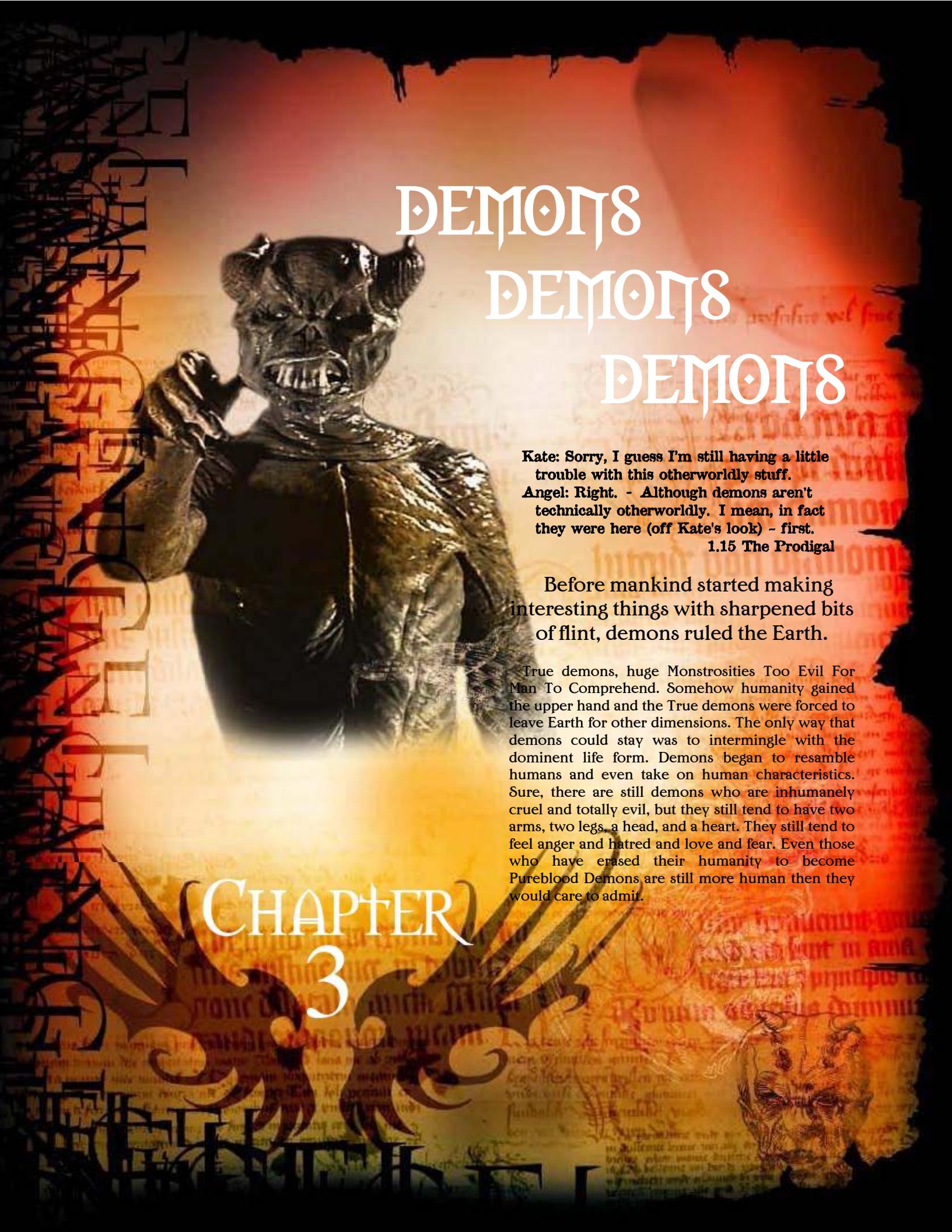
Drama Points: 3

Special Abilities: Contacts 5, Hard to Kill 5
(2 levels part of Vampire Quality), Vampire

Maneuvers

Name	Score	Damage	Notes
Bite	18	23	Must Grapple, no defense
Dodge	16	-	Defense action
Grapple	18	-	Defense action
Kick	15	18	Slash/Stab
Punch	16	16	Slash/Stab





DEMONS

DEMONS

DEMONS

Kate: Sorry, I guess I'm still having a little trouble with this otherworldly stuff.

Angel: Right. - Although demons aren't technically otherworldly. I mean, in fact they were here (off Kate's look) - first.

1.15 The Prodigal

Before mankind started making interesting things with sharpened bits of flint, demons ruled the Earth.

True demons, huge Monstrosities Too Evil For Man To Comprehend. Somehow humanity gained the upper hand and the True demons were forced to leave Earth for other dimensions. The only way that demons could stay was to intermingle with the dominant life form. Demons began to resemble humans and even take on human characteristics. Sure, there are still demons who are inhumanely cruel and totally evil, but they still tend to have two arms, two legs, a head, and a heart. They still tend to feel anger and hatred and love and fear. Even those who have erased their humanity to become Pureblood Demons are still more human than they would care to admit.

CHAPTER 3

The other side to this is the fact that demons are still a part of the world around us. No matter how many Slayers or Champions or Rogue Demon hunters might rise up against the hordes of evil, there will probably always be demons in the world. They have begun to assimilate, though because of their nature they still need to remain hidden from the world at large. Despite their strange appearance or exotic abilities, demons really aren't all that different from us.

Well, except for the disgustingly evil baby eating ones. They've got to go.

ANO-MOVIC DEMONS

Harry: I'm only going to ask you this once, Richard, and I expect a straight answer: were you or were you not intending to eat my ex-husband's brains?

Richard: In a way.

Harry: And when were you planning on telling me?

Richard: I thought maybe I wouldn't have to.

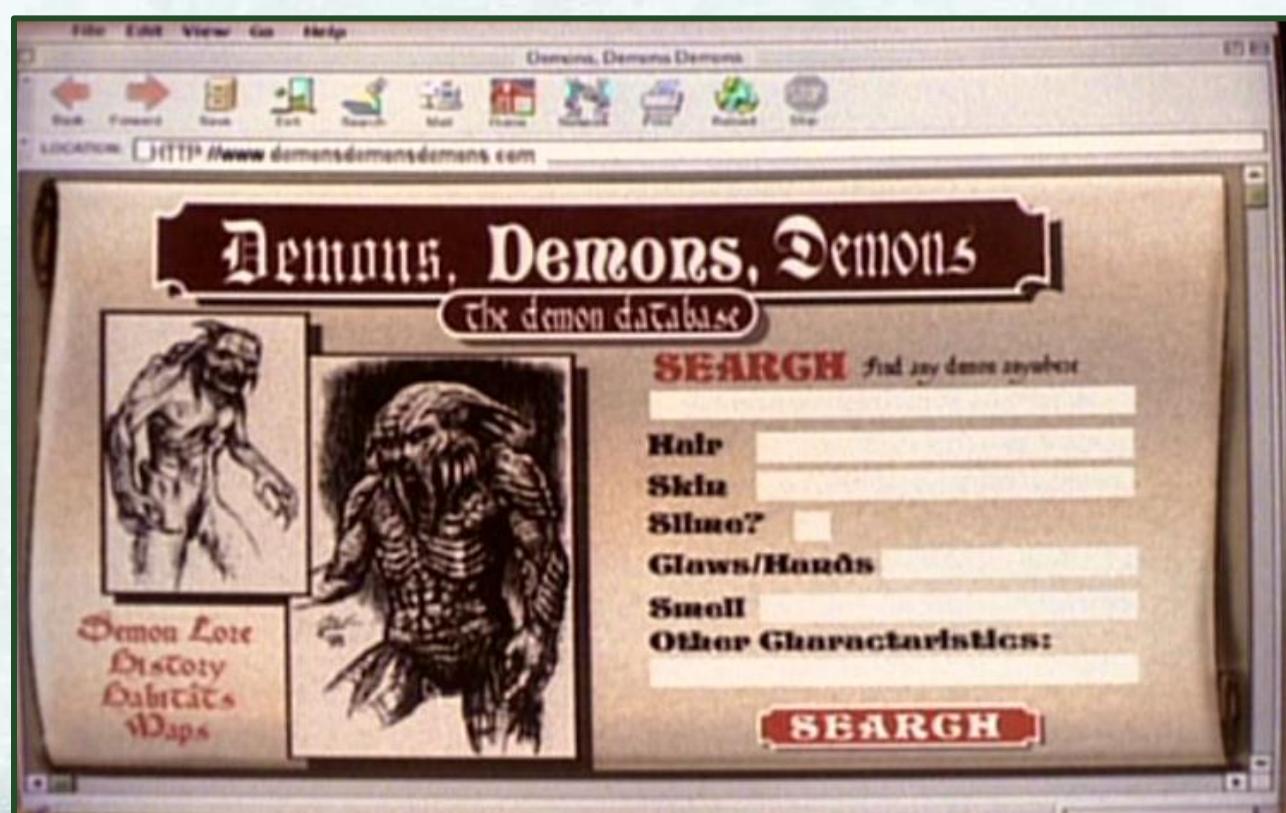
Harry: You were going to start out our life together with deceit?

Doyle (to Angel): Sort of missing the point, isn't she?

1.7 Bachelor Party

The Ano-Movic clan was a fierce nomadic demon clan known for their violent traditions. Ritual sacrifices of blood and the consumption of other sentient beings was part of an ancient and sacred culture. They gradually drifted away from their barbaric society to assimilate into the human world, so that by the beginning of the twentieth century the clan was mainly known for the many restaurants that they owned (all with pretty expensive windows). Ano-Movic Demons can appear as normal humans (bland suburban humans of European descent to be specific), but in their natural form they have heavy brows with two tiny horns and red reptilian skin. They look a little bit like red dragons, if dragons had well groomed hair and shopped at Abercrombie & Finch.

Angel Investigations became aware of their existence a little after they became aware of the fact that Doyle had been married. His estranged wife Harriet was all set to marry an Ano-Movic Demon named Richard Straley. Richard made a point about it being traditional for a first husband to give his blessing to the person wishing to become husband number two. What Richard failed to mention was that when he said "give me your blessing" to Doyle, what he meant was "allow me to eat your brain". It was rough going at first for the Ano-Movic Demons since it had been hundreds of years since anyone in the clan had married a woman who had been previously married to another. They almost had





Demons as an Assimilation Metaphor

The Ano-Movic Clan illustrates an important point about the demons on *Angel*. While many of the demons encountered by the Cast Members will be nothing more than evil monsters, a sizable minority will simply be beings trying to assimilate into human society. They are just people who came from somewhere else who wish to make it in their new home. Some will try to keep their cultural traditions alive, some will let them go in exchange for the trappings of the society around them. In this way, the experience of a demon clan might mirror the immigrant experience.

This doesn't just apply to America, there are common experiences throughout the world. The United Kingdom has people from India and the Caribbean, Germany has a Turkish population that has lived there for generations, and France has significant Arab and African minorities. All of them go through a similar immigrant experience. They all must deal with the conflict of being seen as an outsider even if their family has lived in their particular new nation for generations. They all face the conflict of trying to preserve their old ways while adapting to new ways. They can all be used to model the way a demon clan might try to assimilate into society.

Directors might wish to designate certain blocks of their city as ethnic communities for demons (these would have to be very small and obscure sections of a large city to escape notice by the world at large). Just as there are Chinatowns and Little Saigons in some cities, there might be a Little Hell in others. Maybe there is a generational gap between older demons speaking their native language and keeping to their old traditions and second generation demons born in America and more interested in MTV and Playstation 2 than ritual sacrifices. A Director could put in demon grocery stores and restaurants, demon ethnic gangs, maybe even a demon community center. The generational clash among demons might even be the focus of a series, sort of like Amy Tan or Margaret Cho, only with demons instead of Asians. The Director might also wish to explore the conflict of a human being introduced to demon society, much like Harry had to learn the ways of the Ano-Movic in order to be accepted by Richard's family. A similar relationship within the Cast would be a great way to play with this theme, with the human trying to learn the ways of the demon while the demon just wants to be more like the humans around her. Call it My Big Fat Demon Wedding.

Richard eating Doyle's brain with a shrimp fork when everyone knows you need a spoon for that kind of thing. Then Angel, Cordelia, and Harriet brought a stop to the whole affair. Harriet was upset that Richard was going to start off their marriage by lying to her (she was probably upset about the whole Eating My Ex-Husband's Brain thing as well) and called the wedding off.

Obscure cannibalistic traditions aside, Ano-Movic Demons are great for using as Cast Members or Supporting Cast Allies. They have strange customs to which they pay some lip service, but for the most part they are trying hard to fit into human society. Ano-Movics should be all about apple pie, baseball, and the Fourth of July (at least the ones in the United States). For added fun, Director's might wish to crank up the Americana to 1950s levels. Dad smokes a pipe and wears a sweater vest, mom wears an apron and heels while making her special pot roast. Everybody is all smiles and "Howdy neighbor". The fact that the cheerful family next door can turn into red demons and might wish to bathe in sacrificial blood once in a while should come as a complete shook.

Being an Ano-Movic Demons is a Quality worth 5 points. They get +1 to Strength, Dexterity, and Constitution. They have the Dual Shape version of the Supernatural Form Drawback. While in demonic form, Ano-Movic Demons have an Attractiveness of -2 and 2 levels of Armor Value. Ano-Movic Demons have knees that bend both ways, which might provide bonuses to things like escaping from being bound by ropes or

dancing the Charleston (+1 or +2 at the Director's discretion). These demons also live longer than humans, most of the Ano-Movic Demons in the Los Angeles area were over three hundred years old. Finally, Ano-Movic Demons are all part of a close knit extended family where at least rudimentary knowledge of the Ancient Ways is expected. In game terms, Ano-Movic Demons start off with one level of the Language Skill (they are bilingual, speaking both English and Aratuscan) and the 2 point version of Contacts (others in the Ano-Movic Clan).

BARNEY THE EMPATH DEMON

Barney: Break a leg.

Cordy: Excuse me?

Barney: I'm sensing a little performance anxiety here. Little trick, picture everybody...

Cordy: In their underwear.

Barney: I was going to say dead, but hey, if that underwear thing works for you...

1.10 Parting Gifts

At first glance, Barney seemed harmless enough. He was a street smart demon demon hustler, maybe a bit shady but harmless enough. Barney was a short guy with four small horns, pointy ears, and a goblinlike nose. Clearly a demon, but he could probably pass as human in a dim light while wearing a slouchy hat. He seemed almost like Doyle, a badly dressed guy with psychic powers and demonic blood. Barney wasn't above using his Empathic talents to cheat at cards, but he certainly wasn't evil.

Name: Ano-Movic Demon
Motivation: Make it in America while keeping the Ancient Ways
Critter Type: Demon
Attributes: Str 3, Dex 3, Con 3, Int 2, Per 2, Will 2
Ability Scores: Muscle 12, Combat 12, Brains 11
Life Points: 34
Drama Points: 3
Special Abilities: Ano-Movic Demon Quality

Maneuvers

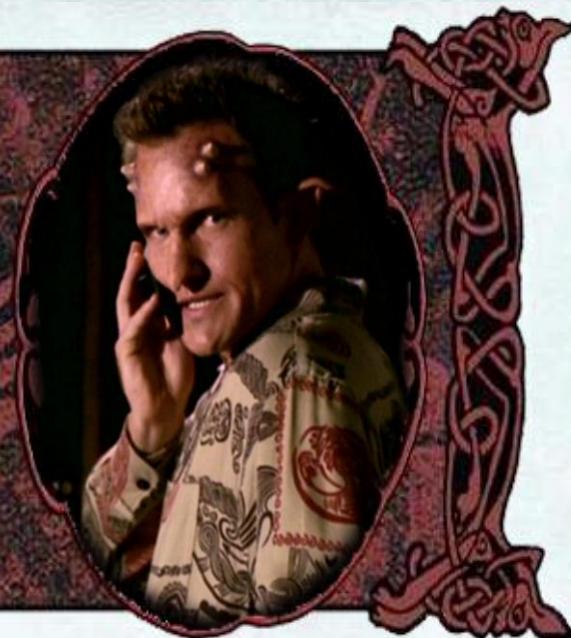
Name	Score	Damage	Notes
Dodge	12	-	Defense action
Grapple	14	-	Defense action
Kick	11	10	Bash
Punch	12	8	Bash
Knife	12	8	Slash/Stab



Name: Barney
Motivation: Sell demon parts to the highest bidder
Critter Type: Demon
Attributes: Str 3, Dex 3, Con 3, Int 2, Per 4, Will 3
Ability Scores: Muscle 12, Combat 13, Brains 14
Life Points: 34
Drama Points: 3
Special Abilities: Empath Demon Quality

Maneuvers

Name	Score	Damage	Notes
Dodge	13	-	Defense action
Grapple	14	-	Defense action
Head Butt	11	8	Bash
Punch	13	9	Bash
Kick	12	10	Bash
Knife	13	7	Slash/Stab



This was all just a facade, Barney was very evil.

Along with a human henchman named Hank, Barney specialized in collecting body parts of power for auction. If someone could lay hands to heal the sick and injured, Barney would lop off those hands. He had removed the life draining Tak horn of a Kungai demon just before coming to Angel Investigations for help (he was being stalked by a Rogue Demon Hunter who turned out to be none other than Wesley Wyndam-Pryce).

Once Barney found out that Cordelia had just started getting visions from the Powers That Be, he decided to auction her off and harvest her Seer eyes. He would have ripped out her eyes and given them to Wolfram & Hart if Angel and Wesley hadn't saved her. In the end, Cordelia killed Barney by stabbing him with the Kungai Tak horn.

Before Barney met his end at the hands of Angel Investigations, he had left a trail of mutilated demon bodies across the western United States. This would be the best time to meet Barney. The Cast could be taken in by Barney's street hustler charm while he takes note of their powers and what he would have to cut off to sell those special abilities. Alternatively, an Empath Demon could be used as a Cast Member (this assumes that they all aren't total bastards like Barney). Such a character could fill the same niche as Lorne does in the Original Cast, sort of a psychic guide to help the other Cast Members find their path. It costs 4 points to be an Empath Demon. They have the Empathy Quality and the Supernatural Form (definitely not human)

Drawback. Empath Demons receive a +1 to their Strength and Constitution. They also get a +2 to their Perception. While Empath Demons don't automatically have the Sight (Barney didn't, he only knew that Cordelia was a Seer when she was describing her visions from the Powers That Be), they can develop this ability with enough focus and training (in other words, by buying the Quality during initial Cast Member creation or buying it with Experience Points later in the game

BOONE

Boone: I've known Angel since Juarez in the twenties. We had a little disagreement over a senorita. I called him out. We fought for three and a half hours.

Lindsey: Obviously both of you survived.

Boone: Well, I'd been working on a three day drunk at the time. I wasn't at my peak.

Lilah: How did it end?

Boone: The sun came up - I let him go.

Lilah: You let him go. - Why?

Boone: The sun came up. - Would have been too easy? - You people know anything about honor?

2.12 Blood Money

Boone is a big brute of a demon with blue skin who dresses like a cowboy. Angel first meet the big blue demon in Juarez during the 1920s. Boone and the vampire with a soul got in an argument over a woman and ended up fighting for three and a half hours. The winner of that particular fight was never determined because Boone called it off once the sun started to rise.

He thought that fighting a vampire during daylight would give him an unfair advantage. Boone was inhumanely strong, very tough, and able to form metal coils around his fists. The coils mainly functioned as a type of natural brass knuckle, but Boone was also able to Parry attacks with them.

Boone and Angel crossed paths about eighty years later. This was during Angel's dark period (post-revamping of Darla, pre-epiphany) when he was investigating Wolfram & Hart's connection to a teen shelter. Boone discovered that Angel and Wolfram & Hart were in conflict, so he decided to offer his services to the evil law firm in order to get a rematch with Angel. All Wolfram & Hart wanted to do was raise two million dollars for the shelter so that they could scam 90% of the take, but Angel wanted to bring them down a peg. He staged a fight with Boone, caused a distraction that sent Lindsey and Lilah running like fools, and Boone walked away with a bag of cash. Boone didn't care about money, he just wanted to see whether he or Angel was the better fighter. The demon cowboy showed up at Angel's doorstep and the two proceeded to have the type of fight had a mythic rematch. Angel walked away with the money, which he gave to the teen shelter.

It is assumed that Boone was killed by Angel, but this was never actually shown. A Director would be perfectly justified in declaring that Boone had been beaten within an inch of his life but has since gotten better. Boone wouldn't be seeking revenge against Angel or participating in any underhanded schemes against the vampire. Angel beat him fair and square, no shame in admitting that. The Director could also always just postulate an alternative timeline where Boone didn't get into a brawling rematch with Angel back in 2001. Boone would make an excellent nebulous Ally for the Cast Members. He's a big violent demon who probably doesn't waste a lot of time thinking about apocalypses and saving the world. That being said, he is extremely honorable and would never double cross the Cast. He won't even beat down an enemy if he has too unfair an advantage. This would make him an interesting Adversary as well, probably do to some initial misunderstanding between the Cast Members and the cowboy demon. How will the Cast deal with a polite and honorable enemy who may be a demon but certainly isn't evil.

Name: Boone

Motivation: Fight with honor

Critter Type: Demon

Attributes: Str 9, Dex 8, Con 9, Int 2, Per 3, Will 5

Ability Scores: Muscle 24, Combat 24, Brains 14

Life Points: 100

Drama Points: 5

Special Abilities: Attractiveness -3, Blunt Natural Weapons(Medium), Hard to Kill 6, Honorable (Rigid), Immortal (or at least long lived), Natural Toughness, Reduced Damage (One-fifth falls), Supernatural Form (definitely not human)

Maneuvers

Name	Score	Damage	Notes
Dodge	24	-	Defense action
Grapple	26	-	Resisted by Dodge
Parry	24	-	Defense action, -2 against ranged attacks, only when fists are coiled
Kick	23	20	Slash/Stab
Punch	24	18	Slash/Stab
Coiled Punch	24	27	Bash, Punch with metal coiled fists



CRIBB

Malish: Cribb, that's mine.

Cribb: And now it's mine.

Angel: Give it back to him.

Cribb: You open your mouth again, I'll close it for good.

Angel: I wouldn't do that if I were you.

Cribb: Angel, guess how many vampires I've killed.

1.16 The Ring

Tom Cribb is a big amphibian looking demon with green skin and a long froglike tongue. It is not clear whether this is his real name, since Tom Cribb was a famous British bare-knuckle fighter in the early 1800s. It would be like running across a demon calling himself Muhammed Ali. Then again, maybe Cribb was about two hundred years old and was just named after the renowned pugilist. In any case, it is an appropriate name for the demon, since he was one of the fighters in the revived Octavian matches, the illegal gladiatorial fights where the jaded rich watched enslaved demons kill each other.

Cribb was something of a bully, intimidating the weak and only respecting the strong. When Angel was first captured and thrown into the ring, Cribb thought that he was just a useless vampire (demons don't have a

whole lot of respect for the undead bloodsuckers). When Angel started talking about going against the MacNamara brothers (the humans who ran the Octavian match), Cribb thought that the vampire was an idiot. It was only when Angel gave up the chance for freedom to return to the rest of the demons in the ring that Cribb started to take him seriously. When Angel and the ring champion Val Trepkos (page ??) made the decision to stand together instead of kill each other, Cribb used a key brought by Wesley to free the other demons. The captives were free and went off into the night.

Technically a bunch of demons were set loose into the city to cause whatever havoc they wanted, but Angel Investigations doesn't like to think about it in those terms.

Tom Cribb is an angry opinionated streetsmart demon. He can be used as a grumpy contact for a team of Cast Member investigators. He could also be used as a Cast Member. In every ideal Whedon grouping of characters, you always need the one person who is an outsider, one person who will point out the painfully obvious or at least say "I told you so" when the plans of the Cast go awry. Cordelia started out filling this niche. This is also the role that Conner played for awhile. Over on Buffy, you had Anya and Spike doing the same kind of thing. It's a Whedon staple, and Cribb would be perfect for the spot.

Name: Tom Cribb
Motivation: Fight!
Critter Type: Demon
Attributes: Str 7, Dex 6, Con 7, Int 2, Per 2, Will 2
Ability Scores: Muscle 20, Combat 17, Brains 10
Life Points: 90
Drama Points: 3
Special Abilities: Attractiveness -3, Hard to Kill +8, Natural Toughness, Prehensile Tongue, Supernatural Form (definitely not human)

Maneuvers

Name	Score	Damage	Notes
Big Knife	14	27	Slash/Stab
Dodge	17	-	Defense action
Grapple	19	-	Resisted by Dodge
Punch	17	19	Bash
Kick	16	20	Bash
Jump Kick	14	20	Bash, Combat score first
Disarm	17	-	Resisted by Parry.

*This is Cribb's use of his tongue to snatch objects away from others





Demon Fighting Arenas

Tom Cribb and Val Trepkos were demons who were captured and enslaved, forced to fight other demons in a gladiatorial arena. The whole operation was controlled by two brothers, Jack and Darrin MacNamara, but they used tools used in the first Octavian matches that originated in the Roman Empire. Those matches were started by sorcerors who created the basic rules and controls that would be passed down through the ages. Every demon was fitted with an enchanted bracelet. These bracelets would only activate in certain marked areas (traditionally marked with a bold red line). Anyone wearing a bracelet who crossed one of these lines would take 180 points of damage per turn outside the designated areas. Simply reaching across the bracelet would cause the wearer to receive 18 points of damage per turn. For anyone with access to *The Magic Box* or the *Buffy the Vampire Slayer RPG* these bracelets are a Power Level 6 Enchanted Object. Each bracelet was marked with the Roman numeral for 21. Traditionally, a demon would be allowed his freedom if he managed to win twenty-one fights. Most demons managed to be killed by others of their kind long before this magic number was reached. Wesley and Cordelia discovered that a key could be made to unlock the bracelets with some electrically conductive material and a strand of horse hair.

It should be noted that the Los Angeles Octavian Matches run by the MacNamara brothers were not the only such games in existence. There are demon rings all over the world. A series set outside of Los Angeles might feature such a ring as a plot hook. Maybe this is where a Supporting Cast Member might be found, or maybe this is a franchise run by the Adversary of the Series. Demons also have a habit of organizing their own fight clubs. Darla and Drusilla once tried recruiting an army from a demon fight club full of vampires, Kaliif demons, and other assorted evil beings who liked nothing more than beating each other up (Darla thought that they should spend that energy hurting humans instead of each other). The Grappler demons who were initially minions of Holtz (use the Demon Thug stats on page ?? of the *Angel RPG*) also liked nothing more than beating each other up. Well, they probably enjoyed beating other people up a little more, but you understand what we are trying to say here.

Most demons come from warrior cultures, societies where one's worth is determined by how well one fights. Even though many of these societies have collapsed into nothing more than dimly remembered traditions, the urge to fight is strong in many demons. They might hate being slaves in an Octavian arena, but left to their own devices many demons end up fighting each other anyway. That which doesn't kill us makes us stronger, though it is usually a good idea to not go around seeing if things will kill you and instead just be happy by how strong you are to begin with.

DAVRIC DEMONS

Gunn: What party?

Wesley: Her father's birthday. Big wizard event, cake, ice cream, tributes to the goddess Yeska.

Angel: Yeska? Wait a minute, I know

Yeska. She's no goddess.

Cordy: What do you mean?

Angel: She's a Davric demon.

Wesley: Davric? They don't serve humans - well, unless the humans make a sacrifice.

Gunn: Sacrifice?

Wesley: Davric demons eat live sacrifices,

generally girls. They grant huge power to the person that offers a sacrifice on their 50 - oh, dear lord, on their 50th birthday. - Bryce is gonna sacrifice his own daughter.

2.6 Guise Will Be Guise

Davric demons are evil beings from an unknown hell dimension who love to eat the flesh of virgins (maybe human flesh gets a little gamey after the victims been having the sex on a regular basis?). They have great magical powers, more so than the ritual magic of human sorcerors. A Davric could grant pretty much any of the basic Sell Your Soul wishes... immense wealth, long life, misfortune to your enemies, whatever. All they ask in return is that the subject performs a ritual on their fiftieth birthday that involves a virgin sacrifice. Some, like the Dravic Yeska, pass themselves off as entities more powerful than they really are. There are quite a few sorcerors who believe that Yeska is an actual Goddess instead of a mere demon.

One of these human worshippers was a sorceror in Los Angeles called Magic Bryce. Bryce was very protective of his daughter Virginia, keeping her closely guarded and trying to make sure she remained a virgin. The reason for this is that he planned to use his own daughter for the sacrifice to Yeska. Things didn't work out as planned because not only had Wesley recently had sexual relations with the young woman, but a few other guys had explored that territory long before daddy's fiftieth birthday came around. Yeska immediately senses that the woman was not pure and rejected the sacrifice, going back to whatever hell she calls home.

This is pretty much how a Dravic Demon should be used in a Series, not an immediate threat so much as a plot device used by a human Adversary. If the Cast Members go against a Dravic, it will be because some fifty year old sorceror or cultist is planning to sacrifice someone who he hopes is a virgin. Dravics are more into the eating than the fighting. If the virgin is not so virgin or if there the Cast Members hurt the Dravic enough, than the demon will just live this mortal world and wait for the next offering

DEEVAK

Gunn: You must be Deevak. They told me you was ugly but - damn.

Deevak: And you're the big bad Gunn.

Deevak: Heard you were looking for me. (he grabs Gunn by the throat and lifts him up)

Cordy: Hey!

Name: Davric Demon

Motivation: Consume the flesh of virgins

Critter Type: Demon

Attributes: Str 4, Dex 3, Con 4, Int 4, Per 6, Will 5

Ability Scores: Muscle 14, Combat 13, Brains 18

Life Points: 42

Drama Points: 3

Special Abilities: Attractiveness -3, Dimensional Travel, Immortal, Magic, Natural Weapons (fangs and claws), Supernatural Form (definitely not human), Supernatural Sense

Maneuvers

Name	Score	Damage	Notes
Bite	13	11	Slash/Stab
Claw	13	11	Slash/Stab
Dodge	13	-	Defense action
Grapple	15	-	Resisted by dodge



Name: Deevak aka Jameel
Motivation: Make money through felonious acts, despite what everyone says about crime not paying
Critter Type: Demon
Attributes: Str7, Dex4, Con 6, Int 3, Per 3, Will 3
Ability Scores: Muscle 20, Combat 14, Brains 12
Life Points: 62
Drama Points: 3
Special Abilities: Attractiveness -3, Demonic Impulses (cruel) -2, Supernatural Form (dual shape)

Maneuvers

Name	Score	Damage	Notes
Dodge	14	-	Defense action
Grapple	16	-	Resisted by dodge
Parry	14	-	Defense action
Punch	14	17	Bash
Crowbar	14	33	Slash/Stab



Deevak: You found me. How does it feel to finally meet up with someone even nastier than you? Uh, not good by the sound of it.

2.3 First Impressions

Deevak was the notorious leader of a car theft operation. He was also a demon. A great big demon to be exact, about seven feet or so of ugly in a red robe. Deevak came to the attention of the Original Cast when Gunn came to Angel and company for help. Gunn and Angel met with a man named Jameel. Neither of them realized is that Jameel was just the human form that Deevak could take. He pretended to be giving Gunn information about Deevak, but instead he was just setting them up for his vampire minions. Things got more complicated after that because Cordelia had a vision about Gunn being in danger and took Angel's black convertible to go save him. In the process, the car got stolen by one of Deevak's crew, so Cordelia now had a mission to save Gunn and get Angel's car back. Eventually everyone ended up in Deevak's garage, including Wesley in his black leather motorcycle riding gear and Angel in a pink helmet (Wesley's spare helmet was intended to protect the skulls of ladies who might be interested in riding with a former Rogue Demon Hunter, not vampiric bosses). It all ended up with Gunn and Cordy bonding a bit, Angel getting his car back, and Deevak getting an axe in his head.

Pre-Axe In The Head Deevak would be great as a minor Adversary in a Series. He has his human Jameel form that he can use to fool the Cast. It also protects him in public. The Cast might be able to kill a gig ugly

demon named Deevak, but they are going to end up in jail if they kill an African American named Jameel in cold blood (even in Los Angeles). He has the required vampire minions (see *Angel RPG* page ??) of bads both big and small. He's evil, but he's not Destroy The World Evil. He's just Commit A Felony evil, and that is a good level of evil to go against while the Director is building up to the true villain of the Season. You've got to crawl before you can run, start with the demon car theives and then work yourself up to interdimensional evil law firms or world conquering Powers That Were.

DROKKEN

Wesley: You know how we can kill it?

Landok: All that is required is to pierce it with a weapon dipped in thromite.

Lorne: Sorry, cus, thromite? Not exactly existing in this world. Thanks anyway.

Landok: Then killing the Drokken will be most difficult. It is impervious to most wounds.

Angel: What if you chop its head off?

Wesley: Or run it through with a sword?

Angel: Or electrocute it with, oh, lets say about a fifty thousand volt charge?

Cordy: Yeah, we've had a lot of luck with those things in the past.

2.19 Belonging

The Drokken is a hideous beast native to the demon dimension of Pylea, a humpbacked creature with sharp tusks and long claws. It is a feared beast on Pylea, though it can easily be killed by any weapon dipped in thromite. Unfortunately, thromite doesn't exist on Earth

Name: Drokken
Motivation: Eat People
Critter Type: Demon
Attributes: Str 7, Dex 5, Con 6, Int 1, Per 3, Will 2
Ability Scores: Muscle 20, Combat 17, Brains 10
Life Points: 92
Drama Points: 1
Special Abilities: Attractiveness -4, Demonic Impulses (Cruel) 3, Hard to Kill +10, Natural Armor AV 5, Major Vulnerability (*Thromite*), Resistance (pain) 5, Natural Weapons (tusks), Natural Weapons (claws), Supernatural Form (definitely not human)

Maneuvers

Name	Score	Damage	Notes
Bite	17	26	Slash/Stab
Claw	17	33	Slash/Stab
Dodge	17	-	Defense action
Grapple	19	-	Defense action

so Drokvens have to be killed the old fashioned way. The Drokken has a powerful poison that it uses when it bites. Drokken venom is a Strength 10 Poison which affects the Strength of the victim. Anyone bitten by a Drokken must make a poison roll (see *Angel RPG* page ??) every hour, unless they are Pylean. Pyleans are more vulnerable to Drokken poison and must make a poison roll every minute. The ancedote for the poison is very easy to make, but only if you are on Pylea (see page ??). The ingredients for the ancedote don't exist on Earth.

Dealing with Drokvens is best done with material from Pylea, which is fine because most of the time that is the only place you will ever find one. However, most of the time is not quite the same as all of the time. The chain of events that had Angel and company going through a portal to Pylea started when a Drokken appeared through a portal in the middle of Caritas (in the middle of Lorne's cover of Stevie Wonder's "Superstitious", how rude is that?). The demon then went on a rampage through Los Angeles until Lorne's cousin Landokmar of the Deathwok Clan tracked the beast down and Angel finally killed the thing (helpful hint, if you don't actually have any thromite dipped weapons, a sword through the mouth and out the back of the neck does the trick just fine).

What hapened once could certainly happen again. There are at least three spots in Los Angeles that have been used as portals to and from Pylea. A portal might spontaneously open again, and then suddenly there is a wild Drpkken or two crashing through the stacks at the Los Angeles Public Library. Until recently, there was a

certain professor of Fred's who was not above using portals for petty reasons. What if he gets mad at somebody and arranges things so that the object of his anger is suddenly attacked by Drokvens. A good rule of thumb is never call up what you can't put back down, but the world is full of foolish people who don't follow good rules of thumb. Drokvens are great for Monstrous Horrors Accidentally Called Forth. After one or two Drokken attacks, most people finally get the message.

ETHROS DEMON

Ethros: You.

Angel: Didn't think this was over, did you?

Ethros: You are a fool. You think to destroy me? You're dealing with forces beyond your comprehension.

Angel: Yeah? Well, it's a hobby of mine.

1.14 I've Got You Under My Skin

The Ethros Demon is an ancient entity who had terrorized mankind before humans even had a name for it. The demon would possess mortals and send them on rampages of destruction. The innocent were corrupted and families were destroyed. The most notorious of its victims was Lizzie Borden. The Ethros made her slaughter her family with an axe. When the Ethros possessed Ryan Anderson in Ohio, he thought that he had just found another innocent to corrupt. Unfortunately, he found himself trapped inside a boy who was born without a soul (see page ??). When the Ethros escaped with the help of an exorcism performed by Angel Investigations, it was so shaken by the experience that it didn't even put up a fight when Angel killed it.

The presence of Ethros demons can be detected by a yellow ectoplasmic substance they excrete called Plakticine (because "plakticine" sounds so much better than "demon poop"). The presence of an Ethros can be determined by feeding its host Psylis Eucalyptus powder. They can be driven from their host by a church exorcism (crucifix, holy water, Latin, the whole nine yards). Once the demon is driven from its host, it will immediately seek a new one. This post exorcism fleeing is done with such force that the new victim takes damage. The only way to avoid this damage is to have an Ethros Box handy to contain the demon (made from six hundred species of virgin wood handcrafted by blind Tibetan monks). Actually, any demon containment box will work to avoid the explosive repossession, but the demon will just destroy and non-Ethros box and look for some place with a large enough concentration of salt for the demon to physically manifest.

Ethros demons are great for your standard William Peter Blatty fun. The Cast Members can shake crucifixes and yell in Latin while the demon looks into their souls to dredge out their most hurtful secrets (this is how it was discovered that Wesley's confidence issues were the direct result of a horrible horrible father). Directors can look at the Cast Member's Sheets, play off of any Drawbacks, and bring dark secrets from the Cast Member's backstory out into the open. It's a bonding experience for the whole Cast.

FEZ WEARING DEMON

Lilah: Well?

Fez: I think she got the message.

3.2 That Vision Thing

The guy in the fez is a good example of the type of manpower Wolfram & Hart can bring to a problem. A Wolfram & Hart client was being held in the Prison Dimension (see page ??), so Lilah Morgan arranged for Fez Boy to send some false visions to Cordelia Chase. These visions didn't just include false information to get Angel and company to run a little errand for Wolfram & Hart. The visions caused physical manifestations to appear on Cordelia, so that after a while she was a bed-ridden victim covered in boils and burn scares. Angel rescued Wolfram & Hart's hell trapped client, a young man named Billy (see page ??) in exchange for curing Cordelia. Then Angel threw a rebar through Fez Boy's skull.

Fez Boy is a rather unique demon, and he clearly is a demon as can be seen by the big exposed pulsating brain that he has poking through his complete lack of upper skull. If this is covered with a suitable hat (he prefers a fez), then the demon can pass for completely human. When he was hired by Wolfram & Hart, Fez Boy used his Hypnosis ability to give false visions to Cordelia and his Supernatural Attack to cause the physical manifestations that Cordie suffered. His supernatural senses were such that he could observe the effects of his attacks from a distance.

Name: Ethros
Motivation: Possess the innocent and corrupt their souls, escape from Ryan Anderson

Critter Type: What it is

Attributes: Str 5, Dex 6, Con 5, Int 4, Per 5, Will 6

Ability Scores: Muscle 16, Combat 14, Brains 21

Life Points: 50

Drama Points: 4

Special Abilities: Immortal, Telekinesis 6, Possession, Intangible (needs salt to solidify), Supernatural Form (definitely not human), Supernatural Senses (Insight)

Maneuvers

Name	Score	Damage	Notes
Dodge	14	-	Defense action
Grapple	14	-	Defense action
Punch	14	18	Bash
Telekinesis	21	18	Bash or Slash/Stab
Possession	21	72	*Taken from post-exorcism possession

Name: Fez Boy
Motivation: Using Incredible Powers of the Mind for fun and profit
Critter Type: Demon
Attributes: Str 2, Dex 2, Con 3, Int 3, Per 5, Will 6
Ability Scores: Muscle 10, Combat 10, Brains 17
Life Points: 26
Drama Points: 3
Special Abilities: Hypnosis 2, Supernatural Senses, Supernatural Form (definitely not human, but he can fake it by wearing a hat), Major Supernatural Attack,

Maneuvers			
Name	Score	Damage	Notes
Punch	10	5	Bash
Dodge	10	-	Defense action
Mental Attack	17	30	Variable



This demon can be used exactly as he was in the show, as a hired gun to psychically attack the Cast Members. He is most effective from a distance. Once the Cast Members learn of his existence, it becomes very easy to just do something violent to that big pulsating brain. Alternatively, he can be used as a scummy street contact for the Cast Members. The guy has money problems, maybe he might try to solve them by snitching to the Cast as well as tormenting perfectly innocent Seers.

HAXIL BEAST

Wesley: How does Cordelia know that?

Angel: She's telepathically linked to its unborn. That's how it's controlling Cordelia.

Wesley: Of course, a psychic umbilical cord. The Haxil's telepathic connection is what's sustaining its unborn spawn.

Angel: So, all we have to do is cut the cord.

Wesley: We slay this demon and poof! No more evil pregnancies. Well, this is good news. We can end this without harming the women. There is just one tiny problem.

Angel: What's that?

Wesley: Well, I don't wish to use the words "impossible to kill", but fire won't kill it, decapitation won't, - and it's really huge.

1.12 Expecting

The Haxil Beast is a demon who mates with human women in order to reproduce. Since the Haxil Beast is twelve feet tall and tremendously ugly, it needs to use

human males as surrogates. The demon imbues the men with his essence and rewards them with lots of money. It's lots of smelly money, since it came from a rather foul demon, but people in Los Angeles seem perfectly willing to accept it just the same. The Haxil Beast's human followers seek out attractive young women without any local familial connections who won't be missed when they end up in a subterranean vat of malodorous goop to die while giving birth to a half dozen or so demonic spawn. The men have a one night stand with the women, who wake up very pregnant. If they try to get back in touch with the men who knocked them up, they find that they are unable to do so. The Haxil Beast has a telepathic connection to his young, which in turn allows him to control the women.

If the pregnancies come to term, the women will die giving birth. The only way to save them is to kill the Haxil Beast which will cause the metaphysical pregnancies to end as suddenly as they began. Unfortunately, Haxil Beasts are immune to fire damage and decapitation just tends to really make them mad. Bathing them in liquid nitrogen and then smashing the frozen demon to pieces works pretty well though. Haxil Beasts work best for Casts that include at least one female who is a) attractive b) single and c) has no nearby family. Then the female Cast Member in question can go through the same ordeal that Cordelia went through. It could be a real growing experience for her.



Name: Haxil Beast
Motivation: Spawn
Critter Type: Demon
Attributes: Str 20, Dex 4, Con 10, Int 3, Per 2, Will 5
Ability Scores: Muscle 46, Combat 16, Brains 17
Life Points: 195
Drama Points: 3
Special Abilities: Hard to Kill +5, Increased Size 2
 Hypnosis 3 (spawn mothers only), Telepathy (spawn and spawn mothers only), Natural Armor AV 10, Natural Weapons (teeth and claw), No Vital Organs, Reduced Damage 3 (fire), Supernatural Form (definitely not human), Vulnerability (freezing damage x 5)

Maneuvers

Name	Score	Damage	Notes
Bite	16	64	Slash/Stab
Claw	16	64	Slash/Stab
Dodge	16	-	Defense action
Grapple	18	-	Defense action



Name: Insect Demon
Motivation: Protect its eggs
Critter Type: Demon
Attributes: Str 9, Dex 5, Con 7, Int 1, Per 5, Will 1
Ability Scores: Muscle 24, Combat 14, Brains 8
Life Points: 74
Drama Points: 1
Special Abilities: Natural Armor AV 5, Supernatural Form (definitely not human), Supernatural Senses (detect young) Natural Weapons (mandibles and claws)

Maneuvers			
Name	Score	Damage	Notes
Bite	14	21	Slash/Stab
Claw	14	30	Slash/Stab
Dodge	14	-	Defense action
Grapple	16	-	Defense action



INSECT DEMON

Gunn: We hit that thing with a bus. You're telling me a bus won't kill it?

Angel: I don't think it's the same one.

Cordy: We are so immensely dead.

3.5 Fredless

Angel Investigations got mixed up with the Insect Demons when Angel and Fred went out for ice cream and found a Durslar Beast behind the freezer. Angel managed to lop off the demon's head, but never realized that the reason the Durslar was acting a little off (hanging out in ice cream parlors for instance) was that an Insect Demons had managed to lay her eggs in its head. In the normal course of events, the eggs would have hatched and larva would have come out of the crazed Durslar's head, but Angel decapitated the poor demon and kept its head at the Hyperion Hotel. This sent the Insect Demon after our heroes in a search for her eggs. Eventually an entire hive of big giant Insect Demons converged on the Hotel. Things would have been catastrophic if Fred hadn't figured out what was going on and split open the Durslar head so the larva could get out. The Insect Demons took their young and went back to wherever giant insects live in Los Angeles.

The Insect Demons are good Adversaries to use for a stand alone Episode in the midst of a Series. They are simple beasts with fairly simple needs, as long as the Cast Members figure out what those needs are the giant bugs cease to be a problem. Another way to go is for the Director to use them as a menace in a simple Shot The

Horde of Monsters game, you know, a bug hunt (we swear we tried to avoid so obvious a pun, but we couldn't resist, God help us, we couldn't resist). Sort of a break from whatever drama is weighing down the Cast Members during the Season. This one Episode they can just crawl through the sewers and shoot monsters until the sewer walls are covered in purple bug guts.

KAILIFF DEMONS

Griff: You're letting me go?

Angel: No, I'm letting you up. - You were sent to collect for Doyle?

Griff: At first. But I'm not seeing any money. So now Doyle gets dead. A message to the others.

Angel: And your boss never gets his money. Pretty expensive message when you add in whatever he is paying you.

Griff: My fees are very competitive.

1.5 Rm W/a Vu

Kailiff demons are basic thugs for hire, they provide the muscle and gun for criminals clued into the supernatural underworld who want something more reliable than your basic vampire minion. Kailiffs have ridges of horns on their face, bad attitudes, and they look good in tailored suits. Doyle had a Kailiff demon named Griff after him when he ran into a little financial trouble. Doyle owed some people money, and these weren't the type of people who would annoy him with phone calls and ruin his credit rating. These were the type of people who would cut off fingers and put bullets in heads. The Kailiffs were prepared to kill Doyle, they

were even prepared to hold off Angel long enough to kill Doyle, but they weren't prepared to deal with Cordelia's haunted apartment. Good news for Doyle, bad news for the demons.

Kailiff demons are great for Directors who need a basic thug demon (if they are good enough to appear on the Season One DVD box, they're good enough to appear in your Series). These are the type of demons who one would expect to be riding around Los Angeles in black cars having discussions about how jealous their boss can get and what Quarterpounders with Cheese are called in France. They are rather modern demons who are as likely to pull a gun on a Cast Member as engage in dramatic fisticuffs. They are pretty much like any other petty criminal thug, except with less hair and more horns.

This makes them pretty human for a demon, which makes them a good choice for a Cast Members. Maybe the entire Cast are Kailiff Demons, perhaps with odd color codenames like Mr. Pink and Mr. Orange. The Kailiff Demon Quality costs 9 points. Kailiff Demons get +4 to Strength, +2 to Dexterity, and +2 to Constitution. They have the Drawback of Supernatural Form (definitely not human) but they have 3 levels of Hard to Kill and the Natural Toughness Quality.

KUNGAI DEMONS

Angel: He's collecting powers.

Wesley: For what purpose I can only guess. The fiend has cut a swath across half the continent. I almost caught up with it in Phoenix. Got a pretty fair look, too.

Angel: Kind of short, ruddy complexion?

Wesley: Short? No, on the contrary, quite enormous – and powerful. More of a yellow-green. And it seems lately to be secreting some sort of viscous, yellow fluid.

Angel (looks at a yellow blob on Wesley's jacket):
Like that?

1.10 Parting Gifts

Kungai are large demons known for the mystical properties of the single large horn that grows out of the middle of their forehead. So they are something unicorns, only Asian. Which would therefore make them something like Kirin, only big biped demony guys. When Wesley and Angel first crossed paths with Barney the Empath Demon (see page ??), he made it sound like the Kungai was responsible for the cross country series of demon mutilations. In point of fact, Barney was responsible and the Kungai was one of his victims.

The Kungai's main attack is with its Tak horn. Apart from being big, sharp, and doing 4 x strength slash/stab damage, the horn is also able to drain the life force from anyone whose skin it pierces. This property remains even if the horn is severed from the Kungai demon.

Name: Kailiff Demon
Motivation: Hurt people for money.
Critter Type: Demon
Attributes: Str 6, Dex 5, Con 4, Int 2, Per 2 Will 2
Ability Scores: Muscle 18, Combat 16, Brains 10
Life Points: 59
Drama Points: 3
Special Abilities: Attractiveness -2, Hard to Kill 3, Natural Toughness, Supernatural Form (definitely not human)

Maneuvers

Name	Score	Damage	Notes
Big Pistol	16	15	Bullet
Dodge	16	-	Defense action
Grapple	18	-	Defense action
Punch	16	16	Bash
Kick	15	18	Bash



Targetting the Tak horn calls for a -5 modifier to the attack roll. The Tak horn can only take 1/3 of the Life Point damage of the Kungai itself (so your average Kungai of 78 Life Points can only take 26 points of damage to its Tak horn before it falls off). Once the horn is lost the Kungai will lose 1 Life Point per hour and have a -3 modifier to all actions during this time. The only way to halt the continuous Life Point damage and negative modifier is to re-attach teh Tak horn, but there is no simple way to do this (though there is probably a special spell for that kind of thing floating around somewhere). Once the horn is lopped off there is nothing the Kungai can do at that point except die a slow and painful death.

Kungai demons are good for some ambiguous monster hunting for the Cast Members. The demons do fall pretty much on th eevil side of the demon spectrum, they do have that life sucking horn after all. Then again, the Kungai that Angel and Wes found had a kindly old Korean lady shading a tear for it, so they can't be all bad. What happens when the Cast Members come across both the Kungai demon and the humans who want to kill it for its Tak horn? Will they protect the evil demon from the eviler humans?

KWAINI

Kate: What's up?

Angel: It's about that demon from this morning.

Kate: Look if you insist on... talking about this stuff, could you please don't say that word? It makes me... it makes me, I don't know, just - uncomfortable. Just say - "evil thing", okay?

Angel: Sure. Yeah. I understand.

Kate: Thanks. Anyway, I thought you were going to take care of it.

Angel: It's being taken care of. It's just that the ah, evil thing - turns out it wasn't an "evil" thing.

Kate: The evil thing wasn't an evil thing?"

Angel: Well, it was an evil thing in terms of that word. It just wasn't an evil evil thing.

Kate: There are not evil evil things?

Angel: Well - yeah.

1.15 The Prodigal

The Kwaini ugly demons dressed in rags that at first glance appear to be homeless people. They are actually part of a general subspecies of demon known as Balancing Demons. As a general rule, most demons tend towards evil. Balancing demons tend towards good. In this way, the forces of good and evil are balanced (hence the name). The Kwaini were peaceful demons, all female, known for being gentle and articulate. Something like demonic hippy chicks. Unfortunately, just like hippy chicks, they had something of a drug problem.

Name: Kungai
Motivation: Not have its Tak horn cut off and sold
Critter Type: Demon
Attributes: Str9, Dex 7, Con 8, Int 2, Per 3, Will 4
Ability Scores: Muscle 24, Combat 17, Brains 12
Life Points: 78
Drama Points: 3
Special Abilities: Attractiveness -3, Natural Armor AV 5, Large Natural Weapon (Tak horn), Supernatural Form (definitely not human), Massive Supernatural Attack, Vulnerability (Tak horn loss)

Maneuvers

Name	Score	Damage	Notes
Life Drain	17	100	Special
Dodge	17	-	Defense action
Grapple	19	-	Defense action
Punch	17	23	Bash
Tak Horn	17	41	Slash/Stab



Name: Kwaini
Motivation: Be gentle and articulate, except when hopped up on goofballs
Critter Type: Demon
Attributes: Str 3/6, Dex 4/5, Con 3, Int 5, Per 6, Will 2
Ability Scores: Muscle 12, Combat 12/14, Brains 18
Life Points: 34
Drama Points: 3
Special Abilities: Addiction -5, Supernatural Form (not human), Supernatural Senses, Attractiveness -4, Maneuvers

Name	Score	Damage	Notes
Dodge	12/14	-	Defense action
Grapple	14/16	-	Defense action
Punch	12/14	10/17	Bash
Kick	11/13	8/15	Bash

Demons as a Drug Abuse Metaphor

Angel is, at its heart, a story about adults living their lives in the big city. One of the problems faced by adults in an urban environment, especially young adults recently moved to an urban environment, is drug abuse. This shows up on *Angel* occasionally, usually in veiled terms. The Kwaini weren't exactly on PCP, but it was like PCP. The drug Orpheus isn't exactly heroin but it's like heroin. The vampire dens in *Angel*'s sister show weren't really crack houses but they sure looked like crack houses. This keeps the show firmly in the fantasy adventure genre and allows the drugs to be plot hooks without having to deal with the full implications of the new drugs. That's because this is *Angel* and not an Afterschool Special.

Directors can certainly follow this example, using metaphysical versions of drugs as needed. Demons are often shown living through the same kinds of problems that humans do, the supernatural underworld is mirrors the human world. There might be a demon crack house in one of those popular sewer dens where the users are addicted to some metaphysical version of crack. Some successful demon client of Wolfram & Hart might be found snorting something that isn't really cocaine (can't the crushed skulls of virgins be made into a fine white powder?). Having a demon use a metaphysical drug distances it enough so that its importance can be adjusted by the Director.

Alternatively, Directors might wish to have drug use play an important part in his series. Maybe the emergence of a new drug becomes the major plot of a season. Another route is to have the Addictions of one of the Cast Members become the theme of a season. Overcoming such a potentially life destroying problem can be a major growing opportunity for one of the Cast Members. Iron Man was an alcoholic, Sherlock Holmes was a cokehead, and the Green Lantern's sidekick used to ride the white horse. Maybe one of the Cast Members is a demon who has a habit of chowing down on pickled cat eyeballs that have been marinated in spinal fluid and lysergic acid diethylamide). Can't he see his addiction is tearing the team apart? Can the other Cast Members help him to overcome his problem, or at least make the demon see that he's the only one who can help himself?



power, maybe another group was using magic and science to create human automatons. They also had complete access to the files of the Watchers, so maybe they were a recent creation of the Watchers Council. This would explain why they were unheard of until recently. It could have been a special project known to only a handful of Watchers, a way to fight the demons and the vampires without depending on the Slayer (since one Slayer was uncooperative and the other was in jail). For the Director who really wants to play with paranoia and conspiracy, maybe the cyborgs weren't misguided good guys at all. Maybe they were really a creation of Wolfram & Hart, used to get rid of the competition and make Angel a compliant little CEO. Since the cyborgs are pretty much a blank slate, Directors can make them be whatever he feels is best for his Series.

They work best as generic ninjas. They dress in all black, they are all kinds of stealthy, and their weapon of choice is a hook and chain thing that is kind of like a kusari-gama (a Japanese weapon whose name means "a hook and chain thing"). Unlike most ninjas, they also blow up if you mess around with them too much. At least one of them had the ability to take on the appearance of Wesley's overbearing and unsupportive father. maybe all of them have this function. Director's can pick someone significant from the back story of one of the cast Members and have a fake cyborg version show up to create all sorts of havoc. This works best with ex-Watchers, but who knows what other information the cyborgs have in their possession? It doesn't have to be someone from the past either. Maybe one of the Cast Members gets himself a new girlfriend who is really just a cyborg killing machine waiting for the right moment to strike. This is why you should really get to know a person before the relationship starts to get serious.

DANA THE VAMPIRE SLAYER

Spike: What'd you do...

Dana: Shh! Stay quiet. I'll let you go.

Spike: You're homicidal. What did you do... to me?

Dana: Losing all your pieces. Not weak. Can't touch me anymore.

5.11 Damage

It used to be that in every generation, one girl would become the Slayer. She had a sacred duty to fight the demons and vampires in the world, and the Watchers Council gave her the training, resources, and support to fight this never ending battle. This was good in theory, but two things made this system completely irrelevant. The first thing was that an evil sect manage to blow up the main headquarters of the Watchers Council and then track down and kill most of the remaining Watchers in the world. The second was that a powerful witch named Willow Rosenberg cast a spell that activated every potential on the planet and turned her into a Slayer.

The good news was that there now existed an army of Slayers. The bad news was that Slayers now outnumbered Watchers by a huge margin, so most of these young women initially had no idea what was happening to them. One such orphan Slayer was a woman named Dana who was locked away at a mental institution when she was activated as a Slayer by Willow's spell. Dana had been kidnapped and abused as a child by a man named Walter Kindel, and the memory of this event is what had put her in an asylum in the first place. What complicated her situation was that memories of her abuse were getting mixed up with dreams about all the Slayers who had come before her. Because of her mental condition and the fact that her mind was a fragile little creature, Dana developed something that was almost like Multiple Personality Disorder (not uncommon in abuse victims). Sometimes dana was talking, but sometimes it was a Slayer who had died in the past. This didn't become a problem until Dana didn't get her thorazine shot. Dana broke out of the institution and started to engage in some assorted acts of violence.

Her actions came to the attention of Angel, who was CEO of the Wolfram & Hart Los Angeles branch at the time, and Spike, who was out on the streets helping the helpless. They thought Dana was possessed by a demon at first, but Angel figured out that she was a Slayer. He called Giles for help and the Watcher said that he would send Angel his best man. His best man turned out to be Andrew (see *Welcome to Sunnydale* p. ??). Andrew teamed up with Spike to hunt down the Slayer, and she bested both of them. Unfortunately, memories of abuse

from Walter Kindel were mixing with the memories of the Slayers killed by Spike (which was his vampiric claim to fame after all). In her deranged state, Dana thought that it was Spike who had kidnapped and abused her all those years ago. Dana managed to get the best of Spike, drug him, and chop his hands off so that he couldn't hurt anyone any more. Angel, wesley, and a whole lot of Wolfram & Hart goons showed up to rescue Spike and subdue Dana (fortunately, Wolfram & Hart has a medical staff that is pretty good at reattaching severed hands). They were meet by Andrew and a dozen other Slayers. Andrew informed Angel that nobody wanted Wolfram & hart to get their hands on a Slayer, and that Buffy herself had ordered him to make sure it didn't happen.

Dana is now under the custody of Buffy's new organization (Watchers Council v2.0?). What happens if she gets loose again and this time becomes a problem for the Cast Members? Depending on the Series, they might be completely incapable of handling a severely insane Slayer. Dana can also be used as an inspiration for the type of Slayer the Cast Members might encounter. There were about a dozen or so people leaving Sunnydale when that Hellmouth was closed, and there are now hundreds of Slayers or more in the world. This means that most of them have no idea what they are. This also means that many of them are probably people who you wouldn't necessarily want to develop superpowers.

People just like Dana.

Name: Dana			
Motivation: Make sure she is never hurt again			
Critter Type: Slayer			
Attributes: Str 7, Dex 8, Con 6, Int 2, Per 4, Wil 2			
Ability Scores: Muscle 20, Combat 21, Brains 12			
Life Points: 77			
Drama Points: 10			
Special Abilities: Slayer Mental Problems (Deranged Crazy Person),			
Maneuvers			
Name	Score	Damage	Notes
Bonesaw	21	27	Slash/stab
Dodge	21		Defense action
Grapple	23		Defense action
Knife	21	20	Slash/stab
Punch	21	20	Bash
Stake	21	20	Slash/stab
Tth	18	19	Through the heart ;x5 Vamps
Tranquilizer	21	special	Treat as Strength 10 poison that attacks Strength Attribute

Dinza

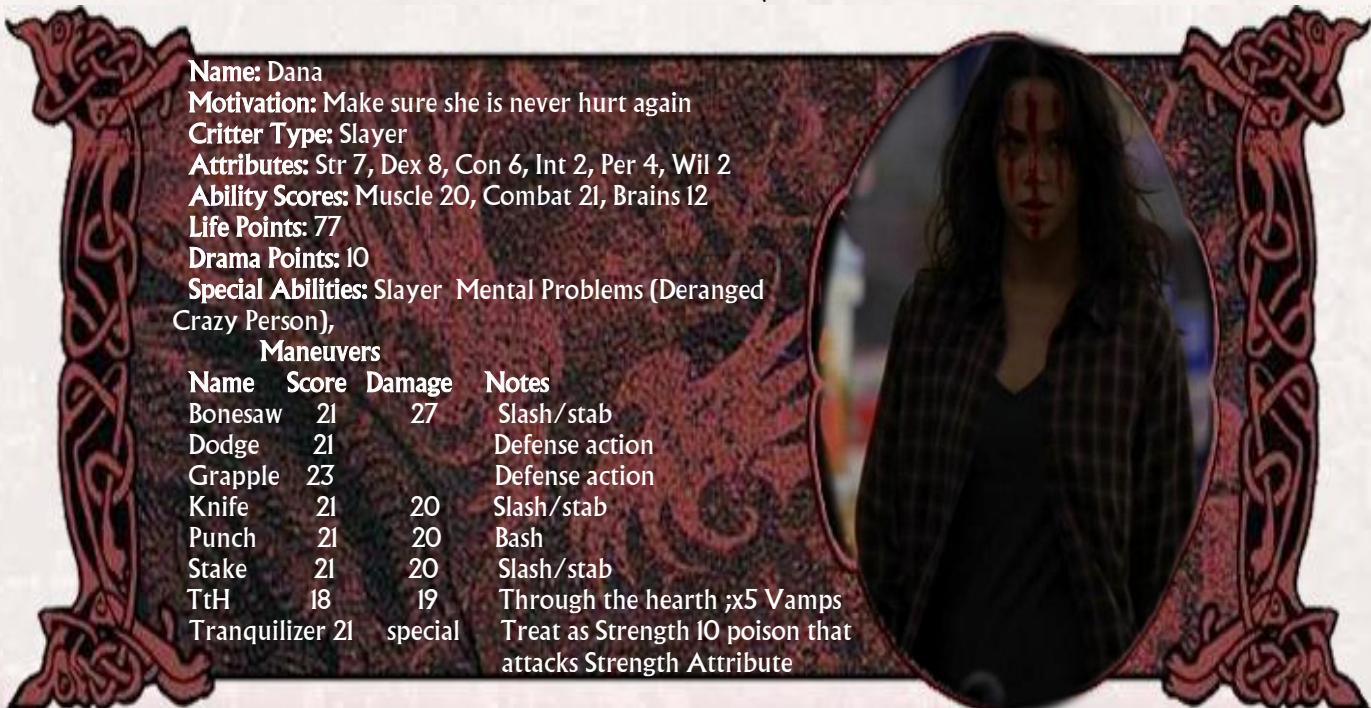
Angel: Why should I trust you?

Dinza: (suddenly behind Angel, grabbing his throat) Because I'd love to keep you... but you have so much more to lose.

4.2 Ground State

Dinza was one of the Eleusinian Mysteries, the Demigoddess of the Lost who could not be approached by any of the living. She appeared as a gray skinned woman with demon wings, covered in a thin shawl. Only the dead were allowed to enter her secret chamber and there was no guarantee that she would allow them to leave. Dinza had knowledge of all lost things, and took delight in letting people lose even more. Angel approached her to find out what had become of Cordelia and it was Dinza who told Angel to get the Axis of Pythea to find the woman he had lost. That was the first step in what became a huge debacle that almost ended human civilization as we know it.

Directors can use Dinza as a hook to get the Cast Members up to speed with the plot for any given episode. She might even fill the niche of the Oracle Twins for a darker group of Cast Members. Keep in mind that only the dead are allowed in her presence, good news for Vampires and other assorted undead types, bad news for everybody else. Dinza is not exactly evil, but she certainly isn't good. Her only concern is for the lost, and the only reason she would allow a Cast Member to leave is that she expects more things to be lost with that Cast Member out in the world than locked away in her lair.



Name: Dinza

Motivation: Know the lost and sometimes keep them for herself

Critter Type: Demigoddess

Attributes: Str 10, Dex 11, Con 10, Int 6, Per 9, Will 6

Ability Scores: Muscle 26, Combat 23, Brains 21

Life Points: 90

Drama Points: 5

Special Abilities: Immortal, Increased Speed, Fast Reaction

Time, Flight, Natural Weapons (small claws), Obsession (lost things), Supernatural Form (definitely not human), Supernatural Senses (Fortune Telling, Insight, & the Sight)

Maneuvers

Name	Score	Damage	Notes
Choke	26	16	Victim cannot breathe
Claw	23	26	Slash/stab
Dodge	23		Defense action
Grapple	25		Resisted by Dodge

Faith, AKA PRISONER 430019

Faith: I'm not gonna kill him, Wesley. Angelus. I don't care what you thought you sprung me for.

Angel's the only one in my life who's never given up on me. There's no way I'm giving up on—

Wesley: I know. That's why it had to be you. Just wondering if you're up to it.

4.13 Salvage

Faith has had a very complicated life. Originally the daughter of a negligent alcoholic mother in South Boston, Faith never really had a parent figure in her life until her Watcher showed up and told her that she was the latest in the Slayer line. Her Watcher was the only real mother Faith ever knew, but she was brutally killed by a powerful ancient vampire. This drove Faith to Sunnydale, where she met Buffy and all her friends (including her boyfriend Angel). After a bit of a mix-up with a fake Watcher who was actually evil, the Watchers Council sent Wesley Wyndam-Pryce to be Faith's new Watcher. This was a young inexperienced Wesley fresh from under his father's shadow, which is a far cry from the dark efficient demon hunter of later Seasons. Buffy had a very tight group of friends, which made both Faith and Wes feel like outsiders. When Faith accidentally killed a man, nobody told Wesley. When Angel staged something of an intervention for Faith (Angel knew a thing or two about dealing with the consequences of being a murderer), Wesley and some others from the Watchers Council tried unsuccessfully to kidnap her. Faith went on to help the local Big Bad, a mayor who was going to ascend to True Demon form

and kill everybody in Sunnydale. The Mayor became something of a father figure and Faith felt like she finally belonged somewhere, but then a fight with Buffy ended with Faith in a coma.

The Watchers had an agent keep constant guard over the comatose slayer. A rogue Slayer was the worst thing they could imagine. Since that all happened on Wesley's watch, he was expelled from the Council. When Faith finally woke from her coma, the Mayor was dead, Sunnydale still stood, and the only thing that she had going for her was a little trinket that the Mayor left for her that would allow her to switch bodies with Buffy. While Buffy was being captured by a Watchers extraction team to be sent back to England, Faith was merrily taking over Buffy's life. Buffy escaped and fought Faith one more time, which actually made it clear at this point how much Faith hated herself. Faith wanted to stay in Buffy's body not so much to get away with what she had done but more to get away from who she had been. Buffy managed to get her and Faith back in the right bodies and Faith ran out of town straight to Los Angeles. Faith was contacted by the law firm of Wolfram & Hart, who thought that a rogue Slayer was just the thing to send after Angel (not realizing that Faith and Angel already knew each other). The whole thing turned out to be Faith's elaborate method of trying to commit suicide. She captured Wesley and tortured him for hours, hoping that this would make Angel kill her. Angel figured out what she was trying to do and decided that he was going to give her rehabilitation one more shot. This resulted in Angel having to deal with the Watcher extraction team, a demonic assassin, the LAPD, and his old girlfriend Buffy. In the end, Faith



turned herself into the authorities and made a decision to just do her time for the crimes she had committed.

She would have remained in prison and served out all of her sentence if a certain sun-blotting Beast hadn't made Angel Investigations desperate enough to turn Angel into Angelus for the sole purpose of finding out more about the Beast's identity. Wesley made the trip up to the Northern California Women's Facility in Stockton, CA to visit with Prisoner 430019. Wesley told her what was going on, but Faith felt that she would do more harm than good if she tried to help. It wasn't until Wesley told her that Angelus was loose that Faith broke out of prison. Faith led the hunt for Angelus, tricked him into biting her when she had shot herself full of Orpheus (see p. ??), and was stuck in the vampire's psyche as she helped Angel overcome Angelus. In the end, Faith actually managed to save the day. Then she went down to Sunnydale and helped Angel's ex close the hellmouth forever. Her current whereabouts are unknown.

It has taken a long time for Faith to finally become confident in her abilities. For the longest time she thought of herself as irredeemably evil, and even after that she thought that she was better off locked away from the rest of the world. She would have liked to help with the whole fight against evil, but thought that she would only make things worse. It is only after successfully saving Angel and helping to close the Sunnydale hellmouth that Faith has finally come into her own. Faith is pretty easy going about most things,

and undeniably pretty cool, but she is seriously disciplined when it comes to the fight. Faith doesn't fool around anymore. Also, because of her past crimes, Faith is very conscious about protecting the innocent. In fact, she was the one horrified by Wesley's methods this last time around. Faith made enough mistakes in the past, she doesn't want to repeat those mistakes in the present.

The Full Sheet below represents the Faith Wesley got out of jail to help track down Angel. For Faith before Season Four use the quicksheet in the *Angel RPG Corebook* or the full sheet in the Slayer's Handbook for the *BtVS RPG*. This latest version of Faith would make an excellent Cast Member. She is probably wandering the countryside righting wrongs like David Carradine in *Kung Fu*. She is an older and wiser Faith who just wants to help people. This growth of character on her part in no way squares her with the Watchers Council or the California State Penal System. Not only does Faith have to deal with assorted demonic evil, but she would have agents of the law after her as an escaped convict. The Watchers Council has been greatly reduced in power since their main headquarters in England was destroyed (with a good number of Watchers still inside), so they don't exactly have the manpower or resources that they had in the past. Still, the crimes of the rogue Slayer is still considered one of the blackest marks in Watcher history so there is bound to be at least a few British guys with lots of occult knowledge gunning for Faith. There might still be a few members of the Wolfram & Hart team that would like to see Faith dead as well. All the ingredients for a great Series.



ANGEL

ROLEPLAYING GAME

LIFE POINTS 108
 DRAMA POINTS 6
 EXPERIENCE POINTS

CHARACTER NAME Faith

CHARACTER TYPE Human (Slayer)

DESCRIPTION Atoner for what she did in the past



ATTRIBUTES

STRENGTH	<u>9</u>	INTELLIGENCE	<u>3</u>
DEXTERITY	<u>10</u>	PERCEPTION	<u>3</u>
CONSTITUTION	<u>8</u>	WILLPOWER	<u>5</u>

QUALITIES

Attractiveness +3	Slayer
Fast Reaction Time	
Hard to Kill +10	
Nerves of Steel	

SKILLS

ACROBATICS	<u>9</u>	KNOWLEDGE	<u>2</u>
ART	<u>0</u>	KUNG FU	<u>9</u>
COMPUTERS	<u>0</u>	LANGUAGES	<u>0</u>
CRIME	<u>5</u>	MR. FIX-IT	<u>2</u>
DOCTOR	<u>1</u>	NOTICE	<u>5</u>
DRIVING	<u>2</u>	OCULTISM	<u>2</u>
GETTING MEDIEVAL	<u>6</u>	SCIENCE	<u>0</u>
GUN FU	<u>0</u>	SPORTS	<u>0</u>
INFLUENCE	<u>4</u>	WILD CARD	<u>0</u>

DRAWBACKS

Adversary (Lots) 7	Mental Problems
Covetous (Serious Lechery)	(Mild Cruelty)
Emotional Problems (Fear of Commitment, Rejection)	Obsession (Atonement)
	Reckless

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	

COMBAT MANEUVERS

MANEUVER	BASE BONUS	DAMAGE	NOTES
Dodge	20		Defense Action
Big Knife	16	27	Slash/Stab
Bow	16	20	Slash/Stab
(Through Heart)	12	20	x5 vs. vampires
Crossbow	16	16	Slash/Stab
(Through Heart)	13	16	x5 vs. vampires
Jump Kick	17	30	Bash
Kick	19	20	Bash
Punch	20	18	Bash
Spin Kick	18	22	Bash
Stake	16	18	Slash/Stab
(Through Heart)	13	18	x5 vs. vampires

Gwen Raidin

Angel: Who are you?

Gwen: Who are you?

Angel: I asked you first.

Gwen: What are you, seven?

Angel: Tell me you're not here for the Axis.

Gwen: I'm not here for the Axis.

Angel: You're lying.

Gwen: I'm fibbing. It's lying, only classier.

4.2 Ground State

Gwen Raidin was born a freak (to use her own words), a child of lightning able to make electricity do her bidding. She also had electricity cluster to her and hurt others against her will. Her parents were unable to deal with young Gwen, so they took her to the Thorpe Academy, a special school in Wisconsin where they thought that she would be safe. It didn't take very long at all for her to give the first little boy who was nice to her an electrical shock that sent him flying backwards a few feet. Her social life went downhill from there.

Being forced into the role of outcast, Gwen finally found some acceptance by turning to a life of crime. Her unique talents proved to be an asset in her chosen profession. By the time she first met Angel, Gwen had quite a reputation as a thief. Gwen was trying to steal the Axis of Pythea while Angel was busy trying to steal the Axis of Pythea, not the best way to start a friendship. They eventually worked things out. The next time Gwen came strolling into the offices of Angel Investigations, it was because she saw the Beast kill a

client of hers named Mr. Ashet. It turned out that Ashet was one of the Ra-Tet, five totems connected to the sun. By the time Angel Investigations figured out who the Beast was after, there was only one totem left. Gwen offered to hide Manjet, the last totem, at her sprawling expensive secret apartment. Unfortunately, nobody knew that Cordelia was behind the whole apocalyptic mess at the time and Cordy just killed Manjet when everyone else was asleep. Gwen tried to help Angel and company prevent the Beast from blacking out the sun, but it didn't work. The last time Gwen teamed up with Angel Investigations, it was to ask for Gunn's help rescuing a young girl named Lisa from a wealthy industrialist named Morimoto. Except that the young girl was really named Aiko and was in fact Morimoto's daughter. Lisa was actually L.I.S.A., the prototype Localized Ionic Sensory Activator, and Gwen wanted to use Gunn as a distraction while she stole it. Gwen was hoping that L.I.S.A. would help her control her lightning powers so that she could do something as simple as hold somebody else's hand for once in her life. Gunn helped her try it out and they quickly went past the holding hand stage to a whole lot of other things Gwen was never able to do with another person before.

The source of Gwen's power is unclear. She seemed to think that she was some kind of genetic freak, a mutant born with amazing mutant powers. That explanation seems a little comic bookish, but then again we are talking about someone who dresses in skintight clothing, has superpowers, and lives in an extravagant secret lair. Another possibility is that Gwen Raidin is somehow descended from or related to some kind of

Name: Gwen Raidin
Motivation: Get rich through crime, able to touch another person
Critter Type: Human
Attributes: Str 4, Dex 5, Con 4, Int 3, Per 4, Will 4
Ability Scores: Muscle 14, Combat 17, Brains 14
Life Points: 57
Drama Points: 10
Special Abilities: Aspect of Lightning 10, Criminal, Resources (Rich) +4, Attractiveness +4, Hard to Kill +5, Resistance (Electricity) +10, Uncontrollable Power

Maneuvers

Name	Score	Damage	Notes
Dodge	17		Defense action
Kick	16	14	Bash
Lightning	14	53	Electrical Damage
Punch	17	13	Bash
Touch	17	15	This is electrical damage from being touched, or added damage when fighting bare handed

Name: Magus Hainsley
Motivation: Control the dead for fun and profit.
Critter Type: Human
Attributes: Str 3, Dex 2, Con 3, Int 5, Per 4, Will 5
Ability Scores: Muscle 12, Combat 12, Brains 16
Life Points: 34
Drama Points: 5
Special Abilities: Contacts (Entertainment Industry) 5, Contacts (Government) 5, Resources (Multimillionaire and then some), Sorcery 7 (affects the dead only)

Maneuvers

Name	Score	Damage	Notes
Dodge	12		Defense action
Punch	12	8	Bash
Control the Dead	18	special	Telekinetic control of the dead
Spirit Transfer	18	special	Installs a spirit or soul into a dead body



lightning deity. She does have the last name of Raidin, which for a lightning tossing woman is like having a last name such as Thor or Shango or Jupiter. It just seems like too much of a coincidence for there not to be a connection. The possibilities and implications of this connection will be explored in *Lawyers, Gods, and Money*. Knowledge of the source of her power isn't necessary to use her in a Series (though depending on the source, it might be a great plot hook for an Episode).

Gwen Raidin would make an excellent Cast Member, for a while there it looked like she was even going to join the Original Cast. She looks great in red and black skintight clothing, she has powerful supernatural abilities, and she has the coolest home this side of Wayne Manor. There is also a tragic side to her character. Gwen was incredibly sexy, but that sexuality was overcompensation for the fact that until her night with Gunn, she had made it to her mid-twenties without ever having been kissed or even held by another person. When the only people in your life are either people who work for you or people you are working for, that makes for a lonely existence. Maybe some kind Director can include her in his Series, help her make some real friends. Or use her as a thieving Adversary who is always taking what the Cast Member needs. Either way, as long as she is included somewhere in all the fun, that's what counts.

MAGUS HAINSLEY THE NECROMANCER

Hainsley: Who do you think you're talking to? I eat the dead for breakfast, son. And you're just another plate o' bacon and eggs

5.2 Just Rewards

Magus Hainsley was a Los Angeles sorcerer who was the premier Necromancer in southern California. He had money, he had contacts, and he a waiting list of demons willing to pay exorbitant amounts of money in order to have their spirit transferred into a human body. Hainsley was the main reason that Wolfram & Hart had an Internment Acquisitions Division (fancy law office talk for grave robbers). Wolfram & Hart would supply Hainsley with a select crop of corpses, Hainsley would supply Wolfram & Hart with big wads of cash, and everybody went away happy.

This lasted until Angel took over as CEO and decided that he didn't really want grave robbers on his payroll. He decided to take matters into his own hands, but he didn't really think things through. Hainsley was a Necromancer and Angel was a dead guy. Hainsley could make Angel stop in his tracks. Hainsley could make Angel hit himself in the head with heavy stone objects. Hainsley could fling Angel across the room with a wave of his hand. Hainsley could even dust Angel without bothering to use a wooden stake, only Angel's status as Special Project of the Senior Partners saved him from that fate. Hainsley did try to put Spike's recently returned spirit into Angel's body, in the belief that Spike would gladly betray Angel and help out the old Necromancer. Instead, Spike stayed in Hainsley's body

and prevented him from using his necromantic powers, which gave Angel the chance to beat him dead.

Magus Hainsley would make an excellent Adversary for an ongoing Series if you ignore the fact that Angel put him down like a rabid dog. He's rich, he's well connected, and he has supernatural power over the dead. Any Ghosts, Revenants, or Vampires are going to find him pretty much invulnerable to their attacks. Even those Cast Members with a pulse and a corporeal form will have to rethink their strategy a bit when they are up against someone who has heads of state on his speed dial and the gross national product of Liberia in his bank account.

HOLTZ AND HIS VAMPIRE HUNTERS

Sahjhan: Do it! Now's your chance. Do it! Finish it while you still can! You can't just let him walk away! Not now! Not after what you swore to me!

Holtz: I swore that I would show no mercy. And I won't.

3.9 Lullaby

Captain Daniel Holtz was a vampire hunter whose career started in 1754. In 1764, Angelus and Darla decided that it would be fun to massacre Holtz's family. Captain Holtz spent the next nine years trying to make Angelus and Darla pay for their crimes. He never did kill them, though he did manage to slay 378 other vampires during his career. In 1773, he was offered a

dark deal by the demon Sahjhan. Sahjhan told Holtz that he would never kill Angelus and Darla in his natural lifetime, but that Sahjhan would send the vampire hunter forward to the 21st century where he would be able to finally have his revenge on the vampires who ruined his life. Sahjhan wasn't completely honest with Holtz, the whole thing was part of an elaborate plot to avoid his own prophesied death at the hands of the child of two vampires. What Sahjhan didn't count on was the fact that Holtz didn't just want Angelus and Darla dead, he wanted them to suffer. When Darla sacrificed herself so that Conner could be born, Holtz couldn't do anything about that. When Holtz found out that Angelus now had a soul, he realized that he could make the vampire truly suffer.

Holtz put together a small army of vampire hunters led by a woman named Justine. Justine had been the first of Holtz's recruits, a woman whose twin sister had been killed by vampires. The loss of her sister was devastating to Justine, so she dedicated herself to hunting vampires until one of the undead managed to put her out of her misery. Holtz actually gave her life some meaning again. Justine even managed to fall in love with Holtz. Unknown to Sahjhan, Holtz had his own plan of action which had nothing to do with killing Angel's son. Holtz was going to take Conner and raise the boy as his own with Justine acting as the child's mother. Angel would have to live the rest of his eternal existence with the knowledge that his son was being raised by his enemy, and that Holtz would not hesitate to end the boy's life if Angel ever came near Conner

13

Name: Justine

Motivation: All about Holtz and vampire killing

Critter Type: Human

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

Ability Scores: Muscle 12, Combat 15, Brains 12

Life Points: 46

Drama Points: 10

Special Abilities: Bad Luck 2, Hard to Kill + 4, Nerves of Steel

Maneuvers

Name	Score	Damage	Notes
Big Ass Knife	15	13	Slash/stab
Dodge	15		Defense action
Grapple	17		Defense action
Hand Taser	15	9	Bash, chance of a KO
Kick	14	11	Bash
Knife	15	10	Slash/stab
Punch	15	10	Bash
Stake	15	10	Slash/stab
Through Heart	12	9	x5 vs vampires



ANGEL

Roleplaying Game

LIFE POINTS 57
 DRAMA POINTS 7
 EXPERIENCE POINTS

CHARACTER NAME Daniel Holtz
 CHARACTER TYPE Human
 DESCRIPTION Have his Revenge on Angelus and Darla



ATTRIBUTES

STRENGTH	<u>4</u>	INTELLIGENCE	<u>4</u>
DEXTERITY	<u>5</u>	PERCEPTION	<u>3</u>
CONSTITUTION	<u>4</u>	WILLPOWER	<u>6</u>

QUALITIES

Demon Hunter	Natural Toughness
Fast Reaction Time	Resistance (Pain) +5
Hard to Kill +5	
Nerves of Steel	

SKILLS

ACROBATICS	<u>0</u>	KNOWLEDGE	<u>4</u>
ART	<u>0</u>	KUNG FU	<u>8</u>
COMPUTERS	<u>0</u>	LANGUAGES	<u>5</u>
CRIME	<u>5</u>	MR. FIX-IT	<u>5</u>
DOCTOR	<u>4</u>	NOTICE	<u>6</u>
DRIVING	<u>0</u>	OCCULTISM	<u>7</u>
GETTING MEDIEVAL	<u>9</u>	SCIENCE	<u>0</u>
GUN FU	<u>7</u>	SPORTS	<u>5*</u>
INFLUENCE	<u>4</u>	WILD CARD	<u>0</u>

DRAWBACKS

Adversary (Various) 5	Mental Problems
Humorless	(Severe Cruelty, Deranged Obsession)

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	

COMBAT MANEUVERS

MANEUVER	BASE BONUS	DAMAGE	NOTES
Dodge	14		Defense Action
Big Knife (Throw)	14	12	Slash/Stab
Punch	13	12	Slash/Stab
Crossbow (Through Heart)	14	8	Bash
Stake (Through Heart)	11	16	Slash/Stab
Sword (Through Heart)	14	16	x5 vs. vampires
	11	8	Slash/Stab
	14	8	x5 vs. vampires

again. Since the whole point of everything that Sahjhan did was to avoid death by Conner, this was unacceptable to the demon. He opened a one time portal to Quortoth and threatened to let everyone get sucked into it if someone didn't kill the child. Holtz unexpectedly took Conner and leapt into the portal.

That should have been the end of Holtz and Conner, but they managed to survive in the darkest of dark worlds. By the time they returned from the hell world, Holtz was an old man and the baby Conner was a teenager while only a few weeks had passed on Earth. Conner was raised on tales of his father's evil deeds, so it was very hard for Angel to be accepted by his son. Angel was making some progress in convincing Conner that he was a good man and could be a good father when Holtz carried out his ultimate act of revenge. He wrote a letter to Conner about how he should accept Angel as his father and then had Justine kill him in a way that looked vampiric. Conner was told that Holtz was willing to let Angel be a father to Conner, but that Angel had killed his old enemy out of pure spite. Conner then arranged to have his father sunk to the bottom of the ocean (like Holtz, Conner felt that death was too good for Angel). The boy never was right after that. Eventually, the only option that Angel felt he had left was to erase Conner's memories and give him a completely new identity where he was raised by a normal loving family. Conner, along with pretty much everyone else who wasn't Angel, forgot that there ever were two vampires who had a child. While Conner would eventually get his old memories back and lose his bitterness and hatred, he would never be a part of his father's life the way Angel would have liked. The late Holtz will just have to be happy with that.

There are times when Holtz would make a perfect Cast Member. In a Series set during the 1700s, Holtz would be an Experienced Champion Cast Member leading a band of Investigator types against evil vampires like Angelus and Darla. This would make a good change of pace Series, where the roles of good and bad are a bit reversed from the *Angel* series. A 21st century Holtz could be used for a new group of Cast Members. Justine and the rest of the vampire hunters did manage to take out a few vamps. maybe a Series could revolve around their vampire hunting efforts and their misguided campaign against Angel and his allies. Holtz does work best as a villain for a Series, someone who isn't evil, but is so consumed with the need for vengeance that he is willing to do evil deeds for what he feels is the greater good. The full sheet below represents Holtz in the prime of his life. The much older post-Quortoth Holtz would have his Physical Attributes decreased by two each and his combat skills reduced by a whooping 6 points each.

* Holtz's Sports skill covers Eighteenth Century pursuits like hunting and horse riding, not the organized sports of the Twentieth Century.

Name: Fearless Vampire Hunters
Motivation: Kill vampires
Critter Type: Human
Attributes: Str 3, Dex 3, Con 3, Int 2, Per 2, Will 2
Ability Scores: Muscle 12, Combat 13, Brains 10
Life Points: 34
Drama Points: 2
Special Abilities: Natural Toughness

Maneuvers

Name	Score	Damage	Notes
Dodge	13		Defense action
Kick	12	10	Bash
Punch	13	9	Bash
Stake	13	9	Slash/stab
TtH	10	7	Through the Heart; x5 vs vampires





THE IMMORTAL

Angel: "With regards, The Immortal." (angrily rips the note into tiny shreds) You know, I really hate that guy!

5.20 The Girl in Question

The Immortal is an ageless being who straddles the line between good and evil. Angelus and Spike had a run in with him in 1894 when he saved some nuns that Angelus was planning to torture and kill. Then the Immortal locked up Angelus and Spike while he had sex with Darla and Drusilla. Had sex concurrently we might add. Skip the twentieth century to 2004, and our favorite vampires are butting heads against the Immortal once again. Angel had to go to Rome to recover the head of the Capo di Famiglia of the Goran (the head was in a duffle bag, just waiting for a ritual and a new body). Angel became distracted from this mission when he found out that the Immortal's latest paramour was none other than Buffy Anne Summers. When Spike found out about this, he decided to come along. It all ended up with Angel and Spike getting caught in an explosion while the Immortal was still getting his Slayer on. The two vampires went home discouraged, frustrated, and beaten once again.

Jasmine has game stats. Illyria has game stats in *Lawyers, Gods, and Money*. The First Evil even has game stats in *Monster Smackdown*. The Immortal has no game stats, he doesn't need them. He's smarter than you. He's more successful than you. He's better in bed than you. He accomplishes everything that he sets out to do and he has done quite a bit. He is as close to perfection as can be found on this humble globe.

What a jerk.

JASMINE

Angel: Thousands of people are dead because of what you've done.

Jasmine: And how many will die because of you? I could've stopped it, Angel. All of it. War, disease, poverty. How many precious, beautiful lives would've been saved in a handful of years? Yes, I murdered thousands to save billions. This world is doomed to drown in its own blood now.

4.21 Peace Out

In the beginning, before the time of man, great beings walked the earth. Untold power emanated from all quarters—the seeds of what would come to be known as good and evil. But the shadows stretched and became darkness, and the malevolent among the Powers grew stronger. The earth became a demon realm. Those Powers who had the will to resist left Earth, but remained ever-watchful. But then something new emerged from deep inside the earth—neither demon, nor god. This was the dawn of the age of man, and the Powers hoped that humanity would be able to restore the balance between good and evil. It is important to remember that the only real difference between the Powers and the Old Ones was one of ideology. The Powers were not exactly caring or compassionate, they just wanted there to be a choice between good and evil. Only one of them cared enough to try to intervene and make things better. This was Jasmine

The first world she tried this on was a primitive world with a poisonous atmosphere (see the World of the Devourer on page ??). Because of the lack of technology, Jasmine was unable to reach the entire planet. She declared the world a failure, but left a High Priest in her mountain temple and entrusted her true name to one lone guardian. She then patiently waited centuries for a sufficiently advanced world to develop. That world was Earth. As the twentieth century became the twenty-first, Jasmine put events into motion that would allow her to incarnate in human form. Angel being sent to the Trial Hall, Angel and Darla conceiving a child, and Conner impregnating Cordelia; everything had been arranged, one impossible or improbable thing after another, to allow the miracle of Jasmine's birth to occur. Finally, with the blood of an innocent to ease her birth, Jasmine was able to emerge fully formed from her mother Cordelia. In her natural form, Jasmine was a glowing green mass of tendrils (this is the form she took to feed). She could also take the form of a beautiful human woman, at least she was beautiful as long as you didn't mix her blood or the blood of her mother with your own. That blood broke the illusion and revealed her as a walking maggot filled corpse. She needed to

Name: Jasmine
Motivation: Rule a world full of harmony and worship of her
Critter Type: Power That Was
Attributes: Str 18, Dex 12, Con 20, Int 7, Per 7, Will 10
Ability Scores: Muscle 42, Combat 25, Brains 22
Life Points: 360
Drama Points: 5
Special Abilities: Power That Was, Unique Kill, Emotional Influence (Awe, -10 penalty)

Maneuvers

Name	Score	Damage	Notes
Dodge	25		Defense action
Grapple	27		Resisted by Dodge
Kick	24	45;	Bash
Punch	25	43	Bash



feed on humans to keep herself anchored to this world, and the more powerful she became the more she had to feed. At first she was able to see with the eyes of her worshippers with great effort. Eventually she could effortlessly see and speak through all who worshipped her. Jasmine had managed to take over Los Angeles and was planning to take over the world.

Angel put a stop to Jasmine's plans by traveling to the World of the Name of the Devourer (see p. ??) and coming back with the head of the Keeper of the Name. When Angel cut the strands holding the demon's mouth together, its last breathe uttered Jasmine's True Name. The glamor was broken and all who worshipped her saw her as the maggoty monster she was. Her mental powers were gone, but she still possessed godlike physical attributes. She was going to destroy the world out of anger, one person at a time, starting with Angel. The only thing that stopped her was a punch through the skull from Conner. Since he was one of the things that anchored her to this world, he was the one able to actually kill her. Jasmine was gone and her former worshippers rioted through the streets for days. Because of the fact that Angel destroyed Jasmine's plans, Wolfram & Hart offered him their Los Angeles Branch as a reward.

Angel and his team thought that they were striking a blow for free will and saving the world from domination, and this is in fact what they did. They also ended world peace. Jasmine killed thousands, rained destruction on the city, and tried to take over the human race, but she did it for the greater good. She wanted to destroy all the evil demons on Earth. She wanted to end fear and suffering and loneliness. With Jasmine running the world, there would never be any war of disease or hatred. The human race would

become blissful drones living in a utopian paradise full of love and happiness. Jasmine thought that worshipping her and giving up individual free will was a small price to pay for saving the human race. With Jasmine in charge, there would never be another apocalypse. With her out of the way, all those various small apocalypses (as well as THE Apocalypse itself) could come about right on schedule. Hence the reward from Wolfram & Hart.

Jasmine should be used as the main villain of an entire Season. Directors could even do as they did on the show and have all the events of previous seasons just be steps leading up to her incarnation. She could also be used as a model for other Powers That Are (though Jasmine, the Beast, and the nature of Various Powers That Are will be explored in much more detail in *Lawyers, Gods, and Money*). Jasmine is pretty much an unbeatable foe, so she should be used with caution. Her powers are as varied as the Director decides, and the only way to beat her is to sever her connection to our world.



ANGEL

Name: Worshippers of the Devourer
Motivation: Have the Devourer return to their world
Critter Type: Demon
Attributes: Str 7, Dex 6, Con 7, Int 2, Per 4, Will 1
Ability Scores: Muscle 20, Combat 16, Brains 12
Life Points: 66
Drama Points: 1
Special Abilities: Attractiveness -4, Extra Limbs (four legs)
 Magic, Natural Weapons, Natural Toughness, Supernatural Form (definitely not human)

Maneuvers

Name	Score	Damage	Notes
Dodge	16		Defense action
Grapple	17		Resisted by Dodge
Claw	15	25	Slash/stab



Name: High Priest and Keeper of the Word
Motivation: Worship the Devourer
Critter Type: Demon
Attributes: Str 2, Dex 2, Con 2, Int 4, Per 6, Will 4
Ability Scores: Muscle 10, Combat 11, Brains 18
Life Points: 26
Drama Points: 3
Special Abilities: Attractiveness -3, Supernatural Form, Supernatural Senses (Fortune Telling & Insight)

Maneuvers

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



Name: Guardian of the Name
Motivation: Keep the True Name of the Devourer safe
Critter Type: Demon
Attributes: Str 9, Dex 7, Con 9, Int 2, Per 3, Will 3
Ability Scores: Muscle 24, Combat 17, Brains 12
Life Points: 82
Drama Points: 3
Special Abilities: Attractiveness -4, Supernatural Form, Natural Armor AV 5

Maneuvers

Name	Score	Damage	Notes
Choke	24	15	Victim cannot breathe
Club	17	41	Bash
Dodge	17		Defense action
Grapple	19		Resisted by Dodge
Kick	16	24	Bash
Punch	17	23	Bash
Toss	20	14	Bash





LOS HERMANOS NUMEROS

Numero Cinco: Surely you have heard about our great victory over the devil's robot?

Angel: Sorry.

Numero Cinco: Nobody remembers the good stuff.

5.6 The Cautionary Tale of Numero Cinco

During the height of the Aztec Empire, a warrior named Tezcatcatl forged a mystical amulet that would allow him to harness the power of the Sun God. When the Aztecs found out about this plan, they had Tezcatcatl killed on the Day of the Dead. Tezcatcatl managed to come back because he had a shaman curse him to

return from the dead every fifty years. The amulet was given to a mighty warrior who was charged with keeping it safe from Tezcatcatl. He passed it down to new generations of warriors, champions of the sun with a sacred duty to keep the amulet from Tezcatcatl so that he could not steal the Sun God's power. Los Hermanos Numeros, the Number Brothers, were the last ones to fight him.

Los Hermanos Numeros were five brothers who wrestled in Lucha Libre matches. They were luchadores, masked wrestlers, their only name was the number on their mask. These luchadores were the champions of Los Angeles in the fifties, protecting the Mexicans and Chicanos of their city from criminals, mad men, and monsters. Their most famous victory was

against a vile abomination known as El Diablo Robotico, the Devil's Robot. Women wanted them, men wanted to be them, and the streets of Los Angeles were a little safer because of them. They were authentic superheroes. Like any true luchadore, they never removed their wrestling masks. Like true champions, they never backed down from a challenge.

This all ended when Tezcatcatl rose again at the end of another fifty years of dormancy. The demon was defeated by Los Hermanos Numeros, but at a great cost. Uno, Dos, Tres, and Cuatro were all killed in the battle. Only Cinco lived on to protect the amulet. Without his brothers, Cinco sank into a long dark depression. People were already forgetting about Los Hermanos Numeros and nobody called him for help anymore. Finally, a young Holland Manners offered Cinco the chance to work as hired muscle for Wolfram & Hart. By the time another fifty years had passed, Cinco was an old man working in the mail room of Wolfram & Hart. Los Hermanos Numeros had become a joke, something to be parodied by midget wrestlers. Every time the Mexican Day of the Dead came around, Cinco prayed that his brothers would come to him but they never did.

Cinco was no longer a champion, but he decided that he would fool Tezcatcatl into killing him by telling the demon that he had swallowed the amulet. He fought valiantly with the monster, the first time in years that he had acted remotely like the champion he once was, and his brothers rose from their graves to aid him when he fell. Angel was on hand to see numbers One through

ANGEL

Four quickly incapacitate the demon. Tezcatcatl was killed, perhaps for good this time. Angel was given the amulet to keep safe, and Los Hermanos Numeros were reunited one last time as Cinco's brothers took him to his final resting place.

Los Hermanos Numeros work best in a Series or Episode that takes place in the fifties. They are the champions of their time who fought all sorts of strange foes. Anything that Santos would fight in the movies, Los Hermanos Numeros have probably fought on the streets of Los Angeles. Directors should feel free to bring in all the tropes of Mexican horror movies of the fifties... Aztec mummies, radio controlled zombies, vampire women, wrestling werewolves, death robots, nothing is too bizarre. Directors might wish to throw in some radioactive abominations from American horror films of that era as well. Los Hermanos Numeros were part of a sacred line of warriors, maybe a new generation of champions can be used as Cast Members in a Series set during the present. can the new generation of luchadores live up to the legacy of Los Hermanos Numeros?

If Cast Members take this option, then they must take the Champion of the Sun Quality. This makes them a descendent of the first Aztec warrior charged with protecting the Sun God's amulet from Tezcatcatl (which also means that the Cast members must have enough

Mexican heritage to actually be descended from a line of Aztec warriors). The Champion of the Sun Quality costs 18 points and gives a +3 to Strength, Dexterity, and Constitution and a +1 to Willpower. Champions of the Sun also have one free level of Leaping. Champions of the Sun have Natural Toughness, heal damage at a rate equal to their Constitution level every hour, and have Basic Supernatural Senses. All Champions of the Sun have three free levels of hard to Kill (and they can have as many as 10 levels total). All of this is balanced by the fact that all Champions of the Sun have a 5 point Adversary (demons, Aztec monsters, devil robots, etc). Finally, all Champions of the Sun must buy a minimum of three levels in Getting Medieval and Kung Fu. As popular as Los Hermanos Numeros were with the ladies, it is not inconceivable that some of them might have spawned a little El Nino Numero or two. Maybe the Quality skipped a generation, and the new crop of champions have to do a little digging before they find out what their grandfathers were doing in the fifties and why they have supernatural abilities.

Name: El Diablo Robotico Uno

Motivation: Find an Aztec Mummy and kick its butt.

Name: Los Hermanos Numeros (Uno, Dos, Tres, Cuatro & Cinco)

Motivation: Protect Mexicans and Chicanos from criminals
and the supernatural

Critter Type: Human, more or less

Attributes: Str 7, Dex 8, Con 7, Int 3, Per 4, Will 6

Ability Scores: Muscle 20, Combat 23, Brains 14

Life Points: 81

Drama Points: 10

Special Abilities: Champion of the Sun, Fast Reaction
Time, Hard to Kill +5

Maneuvers

Name	Score	Damage	Notes
Dodge	23		Defense action
Grapple	25		Resisted by Dodge
Jump Kick	20	29	Bash
Kick	22	22	Bash
Punch	23	20	Bash
Slam Tackle	18	19	Bash; knocks target down
Takedown	18	12	Bash; knocks target down
Toss	14	10	Bash; knocks target down
Wall Smash	18	26	Bash
Wrestling Hold	16		Must grapple first, target -1 to all actions per Success Level



El Diablo Robotico

They never did describe El Diablo Robotico on *Angel*, all we know is that it was built in the fifties and los Hermanos Numeros defeated it. Still, where would we be if we didn't throw out a couple of ideas. It should go without saying that these versions of El Diablo Robotico are non-canon, but we are going to say it anyway... these versions of El Diablo Robotico are non-canon. That doesn't mean that they can't be used by Directors for some cheesy goodness.

The first version takes it's inspiration from *Robot Vs The Aztec Mummy*. It's a human sized creation with a boxy body, clawlike hands at the end of flexible tubular arms, and radio antennae sticking out the top of its head. For some added lethality, we've given it a flamethrower attachment that shoots hellfire out of its claws. This version speaks in a hollow metallic voice (think cylons with a hispanic accent). It's a tough hombre, but the average group of Cast Members should be able to eventually defeat it.

The second version is a bit tougher, something that could hold its own against giant ants and fifty foot women. This one is shaped more like a Tyrannosaurus, except with devil horns, big red eyes, no tail, and a fin running down the length of its back. It is twenty feet tall and shoots flame out of its mouth. Whereas the first version will be about smashing down walls and maybe carrying a screaming young woman or two, this second version will be geared towards smashing down buildings, stomping on cars, and setting the entire city on fire. Fortunately, this giant demonic creature of destruction is extremely vulnerable to holy water. If the Cast Members can find a few buckets of water and a willing priest, they might just be able to save the day.

Directors should feel free to alter these examples or come up with their own versions. Maybe the giant robot fires missiles and is actually more like a mecha in that it is controlled by the devil himself (see Izzerial p. [?]). The way to beat El Diablo Robotico is to get inside and defeat the devil who is at the controls. Maybe the devil's robot hovers through the air and shoots lasers out of its eyes. Directors might even decide that El Diablo Robotico isn't like anything in a fifties horror movie at all, instead it is some complicated mass of electrical eyes and metal tentacles like you find in the Matrix movies. These examples are just the tip of the infernal iceberg and Directors should feel free to make El Diablo Robotico any type of robot that he desires.

As long as it is a robot that was built by the devil.

Name: El Diablo Robotico Uno

Motivation: Find an Aztec Mummy and kick its butt.

Critter Type: Demonic Robot

Attributes: Str 9, Dex 6, Con 7, Int 5, Per 5, Will 5

Ability Scores: Muscle 24, Combat 21, Brains 18

Life Points: 104

Drama Points: 5

Special Abilities: Increased Life Points 3, Natural Armor AV 10, Natural Weapon (Large Claws), Robot, Supernatural Attack (Deadly & Ranged)

Maneuvers

Name	Score	Damage	Notes
Claw	21	33	Slash/stab
Dodge	21		Defense action
Grapple	23		Resisted by Dodge
Hellfire	21	56	Ranged Weapon

Name: El Diablo Robotico Dos

Motivation: Kill! Smash! Destroy! though it is actually more like Matar! Astillar! Derrotar!

Critter Type: Demonic Robot

Attributes: Str 20, Dex 4, Con 10, Int 2, Per 3, Will 3

Ability Scores: Muscle 46, Combat 16, Brains 12

Life Points: 330

Drama Points: 3

Special Abilities: Increased Life Points +100, Increased Size (level 3), Natural Armor AV 20, Natural Weapon (claws and big stomping feet), Reduced Damage (1/10 from fire/explosive), Supernatural Attack (ranged and massive), Vulnerability (Holy Water does 10 points of damage for a splash, 25 points for a glass, and 50 points for a bucketful)

Maneuvers

Name	Score	Damage	Notes
Claw	16	44	Slash/stab
Dodge	16		Defense action
Grapple	16		Resisted by Dodge
Hellfir	16	104	Ranged Weapon
Trample	15	67	Bash

MARCUS ROSCOE

Angel: Hmm. Nothian herb jar. That's a - pretty exotic item. Did you, ah, deal in the occult?

Marcus: Occult shmuocult. I traveled a lot. Picked up some trinkets.

Angel: Do a lot of bungee jumping, Mr. Roscoe?

Marcus: More than you might think, Mr. Angel.

Angel: Just Angel.

Marcus: I'll remember that. Alli permutat anmia kimota. Alli permutat anmia kimota."

Angel (chuckles): You might wanna think twice about trying to cast a sp...

3.4 Carpe Noctem

Marcus Roscoe was just an old man living in the Monserrat Retirement Community across the street from a popular health club. Marcus would sit in his room and spy on the healthy young people across the street with his telescope, wishing that he could be young again. The thing that separated Marcus from every other old person longing for lost youth was that Marcus could actually do something about it. In his travels, Marcus had managed to acquire a Nothian Herb Jar. By saying the right incantation with the jar, he was able to switch bodies with whoever he wanted. Some handsome young stud would be trapped inside an old man's body while Marcus would be out sowing his wild oats one more time. The downside was that the body switching would only last for about five days or so (it's based on the Success Level of the Bodyswitching Score, for those keeping track at home). After the allotted time, the young body's insides would start to liquify, at which point Marcus would jump back into his old body while the poor victim would find that his time stuck in an old folks home had ended just in time to die a painful death back in his original body. This would have gone on for quite a while except that Marcus switched with Angel. Since Angel was an undying thing, the whole

Time Limit/Liquid Insides thing didn't apply. Marcus planned to kill Angel in his old body so that he could keep living young forever. Ironically, he would have still been a vampire with a soul, it just wouldn't have been a very good soul anymore. Instead, Angel Investigations turned the tables on Mr. Roscoe and everybody was back in their original bodies. Then Angel smashed the Nothian Herb Jar so that Marcus would just have to live out the rest of his life in his own body like everybody else.

Marcus Roscoe makes an interesting change of pace Adversary, especially for a group with a Player who is willing to experiment a bit with the role-playing. If the Player is up for it, he plays the part of Marcus Roscoe and the Director plays the Cast Member stuck in Roscoe's old body. This way, the rest of the Players aren't immediately aware of what is going on. Once the bodies are switched back, than the Player goes back to controlling his Cast Member and the Director goes back to running Roscoe. If that kind of thing doesn't appeal to the Players, than Marcus could take over one of the Supporting Cast Members instead. How long will it take for the Cast Members to figure out that their trusted friend or loved one isn't acting quite right. Can they sort everything out before it is too late?

Name: Marcus Roscoe
Motivation: Enjoy life again, find a body he can keep
Critter Type: Human
Attributes: Str 1, Dex 1, Con 1, Int 3, Per 2, Will 4
Ability Scores: Muscle 8, Combat 10, Brains 12
Life Points: 18
Drama Points: 3
Special Abilities: Magic Item (Nothian Herb Jar), Brains +8 for Bodyswitching

Maneuvers

Name	Score	Damage	Notes
Dodge	10		Defense action
Bodyswitch	20		Resisted by Willpower



NINA THE WEREWOLF GIRL

Gunn: So...werewolf girl. Think you got a shot?
 Angel: She gave me a look.

5.3 Unleashed

Nina Ash was a young woman living with her sister Jill in the Los Angeles area. Nina attended art school, baby-sat her nine year old niece Amanda once in a while, and generally lead a more or less normal life. All this changed when she had the honor of being bitten by the only documented appearance of *Lycanthropus Exterus* in North America. Fortunately, she was attacked close to where Angel and his companions were having their What The Heck Are We Doing Running Wolfram & Hart secret meeting. Angel killed the werewolf with a silver pen he borrowed from Wesley, but Nina had already been infected with the lycanthropic curse. Wolfram & Hart went all out to find Nina before she could hurt anybody and Wesley had his staff cryptozoologist, Dr. Evan Royce, providing everybody with all the werewolf information they needed.

Unfortunately, Dr. Royce wasn't just providing Angel and his team with information. He had also gotten in touch with a rich eccentric named Crane who had a thing for werewolves. Crane had first dined on werewolf in dined on werewolf in Seville, where the cocinera had used an understated mole sauce to bring out the meat's tanginess. Crane was hooked after that. When Team Angel finally tracked down Nina and put her in a cage for the night, Royce immediately called Crane and told him all about it. Fred and Nina went back to her sister's house to get some personal items that Royce said would keep Nina calmer during her first changes. Whether or not this would have had any effect is unknown, because the real reason Royce had told Nina to go back home was so that Crane's men could kidnap her. Crane held the girl captive and sent out some invitations for a very expensive and exotic dinner. This time, the werewolf would be served en neige with a light drizzle of white truffle oil. Fred discovered all this by a happy accident while following a spectral Spike. Angel, Wesley, and Gunn took the good doctor with them as they crashed the party. Violence ensued, the dinner was ruined, Nina was knocked out with a tranquilizer, but not before she got a chance to bite Dr. Evan Royce and infect him with the werewolf curse. Angel took Nina away but told Crane that if he really wanted to eat werewolf so bad, he could just wait a month and have Dr. Royce en neige with a light drizzle of white truffle oil.

After that, Nina became a regular at Wolfram & Hart. During the wolf moons she would come to the Los Angeles Branch where Angel had a cell all prepared for her. During all of this, Nina was becoming quite infatuated with Angel. By the time this was pointed out to him, he had become a puppet version of himself. Nina thought that Angel was avoiding her because he wasn't attracted to her, but actually he was avoiding her because he was made out of felt. He finally explained this to her and they decided to get some breakfast and see where things went from there.

Things went straight to the bedroom, as it turned out. When Angel got his soul, he also got a pesky little curse that would take away his soul if he knew one moment of true happiness. He had this the first time he slept with Buffy, and it was months before he got his soul back (right before Buffy cast him into hell, but that's another story). With a full understanding of what the gypsies had done to him, Angel became reluctant to try the sex thing again because of the risk of losing his soul. This didn't stop him from making the Vampire With Two Backs with Darla during a deep existential depression. Since depression isn't conducive for true happiness, Angel didn't lose his soul (but he gained a son, which is another long story). After he became CEO for Wolfram & Hart, Angel also ended up having lots of sex with Eve because of mystical circumstances (yet another long story). The point of all this walking down memory lane is to illustrate the fact that a moment of true happiness and good sex are not the same thing, not by a long shot. Angel finally realized this when he became involved with Nina. She's short, she's blond, she's very attractive, and she has supernatural powers. She is so much Angel's type that it would have been unusual if they hadn't ended up in bed together. This lasted until the big showdown with the Circle of the Black Thorn and the Senior Partners. Angel got tickets to Cabo for Nina, Jill, and Amanda. He wanted her and her family out of the country when the final battle went down.

Nina would make a great Cats Member for an Angel campaign for anyone who wanted to play Angel's girlfriend. The write-up below represents her after the events of 5.3 Unleashed. She knows a little bit about the occult after her crash course in monster lore, she's falling in love with Angel, and she hasn't told her sister or her niece about her condition yet. Directors running a Series set after the Series Finale might want to use Nina as a Cast Member in a Series that focuses on what happened to Angel, Spike, Wesley, and Illyra in that alley way. Nina waits in Mexico as long as she can and then returns to Los Angeles only to find that Wolfram & Hart is destroyed and that nobody knows what has happened to Angel and his allies. How long will she search for the man she loves? What will she discover?

ANGEL

ROLEPLAYING GAME

LIFE POINTS 30/54
 DRAMA POINTS 20
 EXPERIENCE POINTS

CHARACTER NAME Nina Ash

CHARACTER TYPE Werewolf

DESCRIPTION Finish college, improve her artistic technique
date Angel and not mutilate her loved ones during a murderous lupine rage



ATTRIBUTES

STRENGTH	<u>2/6</u>	INTELLIGENCE	<u>3</u>
DEXTERITY	<u>3/5</u>	PERCEPTION	<u>3</u>
CONSTITUTION	<u>3/5</u>	WILLPOWER	<u>3</u>

QUALITIES

Artist	Supernatural Senses
Attractiveness +3	(Enhanced Hearing, Taste/Smell)
Contacts (Supernatural) 5	(Free from Lycanthropus Exterus)
Situational Awareness	

SKILLS

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

DRAWBACKS

Dependent (Sister & Niece)	Antisocial Impulses
Love 2	(Cruelty, Violence)
Werewolf (Lycanthropus Exterus)	(Free from Lycanthropus Exterus)

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	

COMBAT MANEUVERS

MANEUVER	BASE BONUS DAMAGE	NOTES
Dodge	5/8	- Defense Action
Bite	8	18 Slash/Stab *Werewolf form or
Claw	8	18 Slash/Stab *Werewolf form or
Punch	4	4 Bash
Kick	3	6 Bash

ANGEL

Name: Matthias Pavayne
Motivation: Not go to hell.
Critter Type: Ghost
Attributes: Str -, Dex -, Con -, Int 6, Per 5, Will 7
Ability Scores: Muscle -, Combat -, Brains 21
Life Points: -
Drama Points: 5
Special Abilities: Attractiveness -2, Ghost, Illusion, Magic, Mental Problems (Deranged Cruelty)

Maneuvers

Name	Score	Damage	Notes
Illusion	21	special	Create phantasms, alter reality
Poltergeist	19	varies	Strength 5 attack



THE REAPER

Pavayne: Look... hell knows you're ready, plump and ripe. Beginning to understand, aren't you? The soul that blesses you damns you to suffer... forever. You go now, William, so I can stay.

5.4 Hell Bound

When Wolfram & Hart decided to open a branch office in what would one day become the thriving metropolis of Los Angeles, they had their Seers look for the best site to build. The best site happened to be occupied by a Spanish Mission. Wolfram & Hart needed the area to be deconsecrated before they could start building on the site, and the way to do this was to use the blood of a mass-murdering psychopath. The psychopath that they chose for the job was Mathias Pavayne, also known as the Reaper.

Pavayne was a European aristocrat and doctor who earned the nickname of "The Reaper" because he performed unnecessary surgery on his patients, surgery that was designed to mutilate and kill as a way of practicing the dark arts. When his infamy became a hindrance in the Old World, Pavayne fled to the Spanish colony of California. There he committed many brutal ritual murders over the course of twenty years. He was never caught or even suspected by the authorities, but that may have just been because Wolfram & Hart had other plans for him. Wolfram & Hart sacrificed him in 1791 and Pavayne was sent into the afterlife. Except Pavayne had other plans and he knew enough about the dark arts to carry these plans out.

Usually, when a deranged serial killer dies, he goes to one of the many hells scattered throughout the multiverse. The Reaper didn't want to go to hell, so he started sending other people in his place. In over two hundred years, one would think that a place as dangerous as Wolfram & Hart would have collected

quite a few ghosts from all the poor bastards that died there in the line of duty (or even through dumb luck), yet there were no ghosts at the offices when Angel took over. This is because Pavayne was feeding them to hell so that he might continue to haunt the earth. Pavayne was also able to mask his presence from the company mystics. The Reaper also had the power to create illusions of the ghost he had thrown to hell or even alter the appearance of the environment around him.

He had quite the racket going until he picked on Spike. He started tormenting the spectral vampire from almost the moment he first reappeared in the Los Angeles office nineteen days after sacrificing himself to close the Hellmouth in Sunnydale and save the woman he loved. All that Spike knew at first was that he kept vanishing from the view of his corporeal companions and ending up in hell (or at least the vestibule of hell). Fred was concerned about Spike and eventually came up with a prototype one-time-only recorporealization device. The plan was to use it on Spike, but by then Pavayne had shown his hand and was threatening Fred. Spike didn't want any harm to come to the one person who had tried to help him, so he grabbed Pavayne and threw him into the device. Pavayne was recorporealized and Angel put him in a convenient Wolfram & Hart storage device. A device that would incapacitate him, but keep him awake and alive for ever and ever and ever. Pavayne ended up in hell after all, it was just a hell that Angel had come up with just for him.

Pavayne works best in a Series that features a Ghost Cast member. The conflict arises from the fact that the Reaper will try to send the Ghost cast member to hell in his place. A Ghostless Series could still get involved with Pavayne in order to save a Ghost Supporting Cast Member. Pavayne could also be used for a more traditional ghost story. The Cast Members are at some old building and the creepiness starts gathering momentum until they are fighting to stay alive by the end of the night. It's a horror genre classic.

ANGEL

RYAN THE SOULLESS BOY

Ethros: Do you know what the most frightening thing in the world is? Nothing! That's what I found in the boy no conscience, no fear, no humanity, just a black void. I couldn't control him. I couldn't get out. I never even manifested until you brought me forth. I just sat there and watched as he destroyed everything around him. Not from a belief in evil, not for any reason at all.

1.14 I've Got You Under My Skin

Ryan Anderson was a young boy possessed by an Ethros Demon (see p. ??) who was helped by Angel Investigations. Angel recognized signs of demonic possession and there was a history of accidents with the Andersons (some neighbors in Ohio were burned to death). Angel and company determined that the boy was possessed by an Ethros Demon and started the appropriate exorcism ritual. Once it was successful, Ryan and his family returned home. When Angel and Wesley caught up to the Ethros Demon, they discovered that it hadn't been possessing the boy so much as trapped inside him. Ryan was born without a soul, and the demon was ready to die after the horror of being inside the dark void that passed for Ryan's psyche. When Angel went back to the Anderson house, Ryan had tried to set fire to his home and kill his family. The boy was judged to be mentally unstable and put under the custody of social services.

It is unknown what happened to him after that, but presumably he is still locked away some where. Then again, maybe Wolfram & Hart freed him and have him living in some secluded protected home. Who knows what a soulless boy might be good for. Ryan has no real supernatural power yet, but he is quite capable of committing all manner of vicious crime. Ryan makes an excellent trap for spiritual entities, anything stuck inside his psyche must make a Fear Test with a -8 modifier!

Name: Ryan Anderson
Motivation: Destruction for its own sake
Critter Type: Soulless Human
Attributes: Str 1, Dex 2, Con 2, Int 2, Per 3, Will 2
Ability Scores: Muscle 8, Combat 9, Brains II
Life Points: 22
Drama Points: 1
Special Abilities: Antisocial Impulses (Cruelty) 3, Talented Maneuvers

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

Who knows what dark power will become his once he reaches adulthood? One thing to also consider is whether or not Wolfram & Hart could control the boy after they freed him. Ryan isn't motivated by greed or a devotion to evil, he doesn't care about any long-term apocalyptic plan, he just wants to destroy everything because he can't think of anything better to do.

THE SVEA PRIESTESSES

Angelus: So, I followed the trail, and there was your friend. The one you so cleverly call "The Beast." We had a lot in common, but he already knew that. He'd been watching me. He staged the carnage to impress me.

Wesley: So, he sought you out. Why?

Angelus: Girl trouble. Thought I might be able to help him with a situation.

Wesley: How?

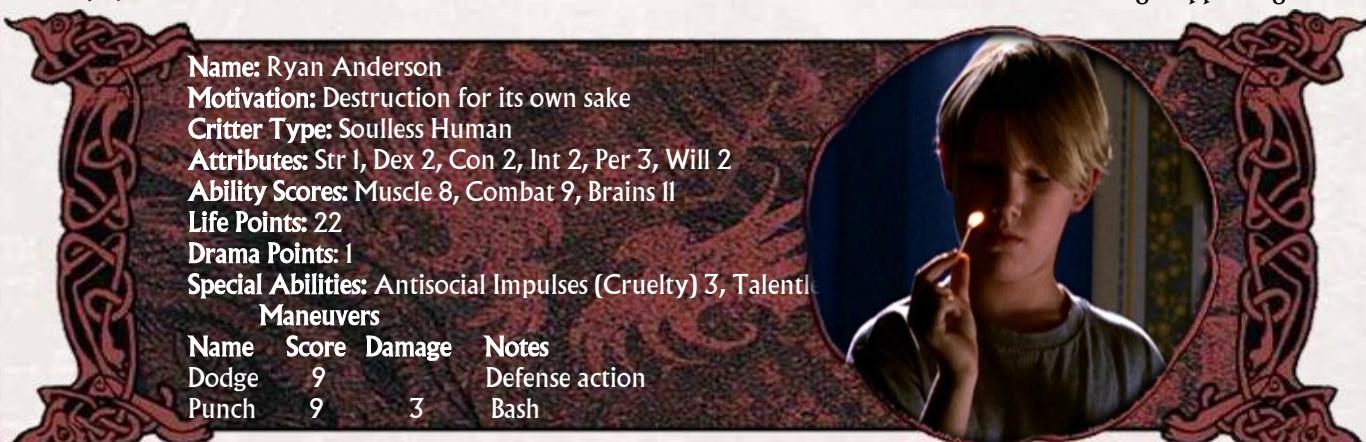
Angelus: You've heard of the Svea Priestesses?

Very powerful, big into banishing.

4.11 Soulless

The Svea Priestesses were part of a hereditary line that stretched back to the times of the ancient Norse. Dedicated to the Goddess Freya, the priestesses were able to use magic to banish demons to various hell dimensions that weren't Earth (getting the demons away from Earth was the important part). It was Svea Priestesses who originally banished the Beast back in Prussia in 1789, and it took over two centuries before the Beast was able to return to the world (and that was probably only because one of the Powers That Be lent a helping hand). While the Beast was busy preparing the way for Jasmine, it was made sure that the current Svea Priestesses (who were living in Pacoima) were killed before they could banish the Beast a second time.

It is unlikely that a family living in Pacoima was all that remained of the Svea line though. Directors could use one of the Svea as a reoccurring Supporting Cast



Name: the Svea Family
Motivation: Banish evil
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 3, Per 3, Will 5
Ability Scores: Muscle 10, Combat 12, Brains 16
Life Points: 26
Drama Points: 5
Special Abilities: Magic (Banishment Specialization)

Maneuvers

Name	Score	Damage	Notes
Punch	12	6	Bash
Dodge	12		Defense action
Kick	11	8	Bash
Magic	16	special	All magic that is neither banishment nor warding
Banish	18		Send demons to another dimension
Ward	18		Protect themselves from demons

Member who comes around to get rid of things for the Cast Members once in a while, especially if one of the Cast Members has the Supernatural Contacts Quality. A Svea Cast Member is also a possibility. Svea Cast Members need to be Scandinavian, capable of using magic, and they need to take the Banishment Magic Specialization (see p. ??). It would be possible for the Svea Priestess to take other Supernatural Qualities, but the banishment Specialization is the thing that makes her a Svea Priestess in the first place.

Vail

Vail: You don't know who you're dealing with, do you, boy? I mean, really. I crap better magic than this. Now then, let me show you what a real wizard can do.

5.22 Not Fade Away

When Wolfram & Hart offered their Los Angeles branch office to Angel, they needed to put something more into the pot than money, resources, and power. There was this whole thing Angel had about the fact that Wolfram & Hart was comprised of a lot of evil untrustworthy bastards that he had been fighting for most of his time in Los Angeles. They made him the proverbial offer that could not be refused. Angel cared for his son Conner, but being raised in Quortoth by Holtz left him hopelessly damaged both mentally and emotionally. Conner never had a chance at a normal life but Wolfram & Hart said that they could change all that. If Angel was to join the company, Conner's memories and the memories of everybody around him would be permanently altered. Conner was raised by a normal suburban family, Wesley never got his throat slit trying to kidnap the baby to prevent the father from killing the

son, Cordelia never had that disturbing tryst with Conner, and the city of Los Angeles never became one massive cult dedicated to Jasmine. Only Angel would remember any of that.

And Eve.

And actually Cordelia remembered the other reality when she woke up as well.

But nobody else knew that reality had been altered in any way. Wolfram & Hart kept their promise to Angel. The person who actually made that promise possible was Cyrus Vail. Cyrus Vail was a powerful warlock who ran a large and powerful demon empire in the City of Angels. He was known to use Kith'harn demons as henchman (just use the Demon Thug, *Angel Corebook* p. 197), but he had hundreds of other more subtle ways to carry out his will. Vail was a demon who looked old and feeble. He walked slowly and had to always be connected to his IV drip. Vail's weakness was all on the surface though, he was one of the most powerful sorcerers on the planet. He could destroy you with a wave of his hand.

Vail's problem was with a demon named Sahjhan (*Angel Corebook* p.201). Sahjhan really wanted Vail dead, but the demon sorcerer had other plans. He knew that according to prophecy, the son of two vampires would kill Sahjhan. Sahjhan knew this as well, which is why he had gone through the effort of dragging Holtz into the present to kill Angel and Darla before they could have their child. Vail also knew that the well-adjusted teenager with the happy home life was no match for Sahjhan. What was needed was the demon killer who was known on Quortoth as the Destroyer. So

ANGEL

Vail had his Kith'harn demons harass Connor to get the boy back in fighting form and get Angel's attention. About this time Wesley had discovered that a large sum of money was given to Vail and his cabal on the same day that they all joined Wolfram & Hart, in fact the transaction was approved by CEO Angel.

Wesley feared that Angel had somehow sold Fred's life away in the bargain. He stormed into Vail's dwelling while Connor was getting beat around by Sahjhan. Vail was holding up an Orlon Window, a spell-crafted object that if destroyed would bring back the old memories to anyone who had their past changed by magic. Wesley didn't know what it was, he thought it was something that would bring back Fred's soul and end Illyrea's use of her body. He broke it and got his old memory back. So did Connor. Demon hunting Connor killed Sahjhan, tying up that loose end, and then went back to his faux family. He knew what Angel had done, and he appreciated it, but he decided that his family needed him.

The next time Wesley meet Vail , it was as part of an assassination attempt. Angel planned a full attack on the members of the Circle of the Black Thorn and Wes was supposed to take Vail out. Wes displayed an impressive magical ability, but it wasn't enough to kill Vail or prevent the sorcerer from killing him. Wesley spent his dying moments with Illyrea, who took the form of Fred to comfort him in his last moments. By the time Vail had recovered from Wesley's last magical attack, the former watcher was dead and Illyrea was till wearing Fred's form. Vail gave a free shot to what he thought was a frail girl and Illyrea punched through his head like a

jackhammer through a ripe watermelon. So fell the mighty.

Like most Black Thorn members, Vail would make an excellent Adversary for a Season or even a whole Series. He is one of the more powerful magicians on the planet, he has wealth, he has resources, and he has some nasty demon henchmen. All of that, and he has the health problems to make him stand out a bit more. He's like a James Bond villain, only uglier and with magic. Cast members should probably first fight Kith'harn demons and low level warlocks. Gradually, our heroes become aware of a dark magical network in their city. Only as the Season closes do the Cast members discover Cyrus Vail sitting at the nexus point of a vast web of evil. Cue maniacal laugh, cut to climatic fight scene, what Director could resist that?

Name: Cyrus Vail
Motivation: All about the power
Critter Type: Demon
Attributes: Str 4, Dex 4, Con 1, Int 5, Per 4, Will 7
Ability Scores: Muscle 14, Combat 13, Brains 19
Life Points: 30
Drama Points: 7
Special Abilities: Attractiveness -3, Sorcery 10, Contacts (Circle of the Black Thorn), Physical Disability (walks slow, -2 penalty for hand to hand combat rolls), Resources (Millionaire),

Maneuvers

Name	Score	Damage	Notes
Dodge	11		Defense action
Grapple	13		Defense action
Knife	13	19	Slash/stab
Spell	24	special	Mass memory alteration
Telekinesis	23	varies	treat as Strength 6



VANESSA BREWER

Lindsey: Yes, sir.

Holland: Don't give me that 'yes, sir' crap. I want you to think about these things. You're not going to be happy until you find your place in the scheme of things. Okay, enough of the old guy's lecture. Now, down to business. I don't think she had a happy childhood.

Lindsey: Sir?

Holland: Our blind friend, Vanessa. I think she was terribly abused growing up. I think the details of that are tragic and shockingly specific, and I think you should create them, sooner rather than later.

1.21 Blind Date

Vanessa Brewer was one of the Nanjin Adepts, trained assassins from the caves of Pajuar who train themselves to "see with the heart". Vanessa blinded herself when she was 21 so that she could become a master of this technique. She had an arrest record going back to 1993, but she was never convicted of anything. Being a helpless looking blind woman helped a lot with that kind of thing. Angel witnessed her murdering a man on the street and was completely unsurpassed to discover that she was working for Wolfram & Hart. What did surprise Angel was that Lindsey McDonald, Wolfram & Hart's golden boy, wanted to help stop Vanessa Brewer. The assassin's new assignment was to terminate three blind Seer children who had been gathered from various remote locations around the world. Individually their power was limited, but they were much stronger

when they worked together. This psychic power would only increase as they got older (it said so in the Nyazian Scrolls, right before it starts going on about a vampire with a soul doing the shanshu thing). They were being kept in a safe house in Los Angeles until their mentor could arrive from the East. The children would be very difficult to reach after they made contact with their mentor, so Vanessa Brewer was to kill the children while they were still somewhat vulnerable. Wolfram & Hart didn't want some powerful trio for good working against them, but Lindsey didn't want to be responsible for killing three blind kids. He helped Angel defeat Vanessa Brewer. Rather than punish Lindsey for getting a talented tool of Wolfram & Hart killed, Holland Manners gave Lindsey a raise for showing such moxie. It's a strange world sometimes.

Vanessa Brewer is the one example of a Nanjin Adept from the show, and so can be used to model any other blind assassin from Pajuar. Directors can use her, or Adversaries like her, as reoccurring villains. She is the highly talented warrior for evil who must be stopped, yet is only a smaller piece of a larger evil puzzle. Then again, maybe Vanessa Brewer could be used as a Supporting Cast Member. Wesley had an affair with Lilah and she was evil. The comic book character Daredevil fell in love with Electra and she was an assassin. Is it so far beyond the realm of possibility that one of the Cast Members might fall in love with an evil assassin? It would probably be more likely to happen if Vanessa doesn't mention the whole Willingness to Kill Children thing. If a Series is using the Original Cast, maybe Vanessa didn't die when Angel beat her. Sure

Name: Vanessa Brewer
Motivation: Kill people for money
Critter Type: Human
Attributes: Str 4, Dex 5, Con 4, Int 3, Per 5, Will 4
Ability Scores: Muscle 14, Combat 19, Brains 14
Life Points: 42
Drama Points: 3
Special Abilities: Nanjin Adept, Physical Disability (Blind)

Maneuvers

Name	Score	Damage	Notes
Disarm	17		Resisted by Parry
Dodge	19		Defense action
Grapple	21		Resisted by Dodge
Kick	18	15	Bash
Parry	19		Defense action
Punch	19	13	Bash
Toss	12	5	Bash
Spear	19	17	Slash/stab, spear is actually her cane
Catch wp.	14		Ranged defense action



her heart stopped and she crumpled to the floor in a bloody heap, but if Wolfram & Hart could bring back Darla after she had been dust for about four years, then they probably wouldn't have too much problem reviving someone from a mere trauma injury. With some time to heal up and a new identity, Vanessa Brewer could come back looking for a rematch (probably armed with a cross and some holy water the second time around).

WOLFRAM & HART ZOMBIES

Wesley: Stay with me, Lilah.

Lilah: Why are you here?

Wesley: I have a man on the inside. What's that?

Lilah: Oh, it's the fat lady singing.

4.8 Habeas Corpses

The Los Angeles branch office of Wolfram & Hart had some unique defensive measures. There were demon shamans who could sense when a vampire crossed the corporate threshold. There were telepaths who would do random mind reading sweeps to make sure the employees were not working against Wolfram & Hart. There were warrior demons guarding the mystic artifacts. This was all good for day to day operations, but the LA office also had a plan that went into effect in the event of a major assault resulting in overwhelming loss of life. In such an event, all of the slain employees of Wolfram & Hart would rise from the dead as zombies. Meanwhile, the entire building would shut close, in the sense of massive metal shutters preventing anyone from escaping. The idea was that whoever dealt such a blow to Wolfram & Hart would be killed by the zombie horde that they themselves helped create by killing everyone in the first place. The flaw in this plan was that the entity who caused such destruction to the LA office was the Beast and a horde of zombies meant nothing to it. The only people put out by the undead horde was Angel

Investigations, forced to break into Wolfram & Hart to rescue Conner, who was knocked out by the Beast before the shutters dropped and the dead started to rise.

Wolfram & Hart zombies are the classic shambling brainless horde of zombies who seem unstoppable because there are so many of them (come to think of it, Eden Studios makes an RPG about just this kind of thing). Individually they aren't much of a challenge, but the problem is they come in overwhelming hordes. If the Series revolves around the Cast Members versus Wolfram & Hart, maybe the zombie defense springs into action as a consequence of something the Cast does. Alternatively, maybe Wolfram & Hart aren't the only ones with this kind of defense. Whoever plays the roles of Big Bad in the Series has this as a last ditch attack on the Cast Members. Of course, chances are that carnage massive enough to activate the zombie horde defense is not going to be the fault of the Cast Members (they are supposed to be the Good Guys after all). What if they get caught in the middle of it anyway (that's how Angel Investigations found themselves in Romero-land). What if the zombie defense goes off without a hitch but the building isn't as tightly shut as planned? The Cast Members might find themselves trying to stop a zombie rise before it spreads throughout the city.

Name: Dead Person, Esq.
Motivation: Attack anyone left in the branch office

Critter Type: Zombie

Attributes: Str 2, Dex 1, Con 2, Int 0, Per 4, Will 0

Ability Scores: Muscle 10, Combat 10, Brains 8

Life Points: 26

Drama Points: 0

Special Abilities: Zombie

Maneuvers

Name	Score	Damage	Notes
Bite	10	4	Slash/stab, must grapple first
Dodge	10		Defense action
Grapple	12		Resisted by Dodge





WO PANG OF THE KUN SUN DAI

Wo-Pang: The vision becomes reality. It is done.
Cordelia: Angelus.

4.10 Awakening

When Angel Investigations found themselves facing the Beast, they found that the demon was invincible and that there was no known records of him anywhere on Earth. Their only clue was that the Beast said it knew Angelus. Wesley figured that the Beast somehow wiped all memory and reference of it from Earth when it incarnated, but since Angelus didn't really exist on Earth anymore, if he was brought back he would still retain his memories of meeting the Beast. All that was needed was a way to extract Angel's soul, a way of restraining Angelus so he didn't just kill everybody, and a way to put Angel's soul back. The solution to the first problem was a shaman named Wo Pang. Wo Pang was a member of the Kun Sun Dai, an order of dark mystics. He was able to extract souls by making the victim go through an illusionary scenario where the soul was lost (so in Angel's case, he experienced a perfect day that culminated in a moment of true happiness) and then extracting the soul and placing it in a receptacle known as the Muo Ping. When it was time to re-ensoul the victim, Wo Pang would just take the Muo Ping and place the soul back in the body. Easy as pie, unless someone stole the Muo Ping, which is exactly what happened.

Wo Pang is pretty much a plot device for the Director to use, another possible name in the rolodex of someone with Supernatural Contacts. Of course there is nothing that says Wo Pang, or some other Kun Sun Dai shaman with the same powers, has to be working for the Cast Members. What would have happened if Wolfram & Hart had just hired Wo Pang to do them a favor back in Season One? What happens if someone sends Wo Pang after a Cast Member who is an ensouled vampire? A whole episode, or group of episodes, could revolve around the Cast's efforts to find the Muo Ping and get their friend's soul back before they are forced to kill him. Come to think of it, what if Wo Pang did some prenatal spell that resulted in the birth of Ryan Anderson the Soulless Abomination? There could be a whole different conspiracy happening in Los Angeles that has nothing to do with Angel or Sahjhan or Jasmine or any of the events from the *Angel* series.

ANGEL

Name: Wo Pang
Motivation: Do acts of dark magic, including soul extraction
Critter Type: Sorcerer
Attributes: Str 3, Dex 4, Con 3, Int 4, Per 4, Will 6
Ability Scores: Muscle 12, Combat 14, Brains 15
Life Points: 34
Drama Points: 3
Special Abilities: Brains +3 for Occultism, Magic (Soul Specialization)

Maneuvers			
Name	Score	Damage	Notes
Dodge	14		Defense action
Kick	13	11	Bash
Punch	14	9	Bash
Soul Extraction	20		Resisted by Willpower





SLAYER

16-POINT QUALITY

You know the spiel - she is the Chosen One, fights vampires and demons, spends nights in cemeteries, sewers and other not-so-popular spots, and so on. Slayers are transformed into something more than human; they are stronger, faster and more resilient than your average pro boxer. They recover from severe injuries very quickly, too - keeping a Slayer down is not easy. They are not immortal, though. Slayers generally lead short, violent lives; as a career path, it's never going to beat oceanography. But nobody chooses to be a

Slayer; it's something that just happens, like getting hit by lightning or winning the lottery, except less fun than either. Slayers get the following goodies.

* +3 to Strength, Dexterity and Constitution and +2 to Willpower. These bonuses can raise the Slayers Attributes above the human maximum of six. Also, none of the Slayers physical Attributes can be below four after bonuses are applied.

* Fast Reaction Time, Nerves of Steel, and five levels of Hard to Kill (and can buy an additional five levels on top of that). On the down side, they get an automatic Adversary (Demons and Vampires), worth five points. The duties of the Slayer count as a 3-point Obligation Drawback.

* +1 free level of the Getting Medieval and Kung Fu Skills (they must also spend at least one point apiece on those skills, for a minimum beginning level of two in each).

* Damage is regenerated at a rate of one Life Point per Constitution level, every hour. Slayers recover from injuries unnaturally fast.

* Sense the presence of vampires nearby (within 100 feet) by concentrating for five seconds (one combat Turn) and making a Perception (not doubled) roll (some Slayers don't bother, they use fashion sense instead).

Slayers cannot get the Athlete or Cop Qualities; their Attribute bonuses already reflect intensive physical training. They cannot have the Ex-Watcher Quality, either, for rather obvious reasons. While Slayers play much more of a role on that other show Joss Whedon made, they do have an impact on *Angel*. There is the tragic love with Buffy, and also the whole Mentoring Of Faith thing. During the end of Season Four, while Angel and his pals were fighting an incarnated Power That Was, an old friend of Angel's named Willow cast a spell that gave every potential Slayer on the planet the Slayer Quality. Angel and Spike had a run in with one of these new Slayers, who was unfortunately completely insane (see Dana p. ??) Chances are a new Slayer or two is likely to make things interesting for any Series set after Willow cast her spell.

A Matter of Scale

The vast majority of demons seen on Angel have been close to human in size. You might run across the odd twelve feet tall behemoth like the Haxil Beast, but these prove to be the exception rather than the rule. Still, some Directors may wish to throw their Cast against things like twenty-five feet worth of gorilla, fifty feet of attacking woman, or even one hundred and fifty feet of nuclear devastation metaphor. Here are some optional rules for creating demons and monsters of non-human size.

Increased Size can be bought by level as a Quality. Strength and Life Points increase with each level, but it becomes a bit more difficult to dodge when you are the size of a school bus. The Quality costs 7 points a level if the demon can switch into a larger form from human size, or 5 points a level if the demon is always that big. The bonuses of the first three levels of Increased Size are not cumulative. One level is the suggested maximum for Cast Members, for large brutes or demons who have a larger feeding form as a dual shape. The higher levels are more appropriate for Monstrous Things What Not Ought To Have Been Summoned.

Level 1: Increase height by 50% (8-9 feet on the average), and multiply weight by 2.5. Add +5 to Strength, and +20 to Life Points. Dodge Tasks are normal.

Level 2: Double height (average 10-12 feet) and quadruple weight. Add +10 (or +20%, rounded down, whichever is greater) to Strength; add +50 (or +10%, whichever is greater) to Life Points. Dodge Tasks are a -1 penalty, and attacks on the character have a +1 bonus.

Level 3: Triple height (average 15-20 feet) and multiply weight by 10. Add +15 to Strength; add +100 Life Points (or +20%, whichever is greater). Dodges are a -4, and attacks on the character are at +2.

Additional Levels: Add 15 feet/5 m to height, and increase weight multiplier by 2 per additional level. Each additional level adds +1 to Strength, +100 to Life Points, -1 to the Dodge penalty, and +1 on attacks on the character. These bonuses and penalties are cumulative with those listed at Level 3.

Sometimes a demon might want to go the other direction. **Reduced Size** is also a Quality that can be bought in levels. It's 3 points per level if the demon can shrink down from normal size, 2 points per level if the demon is always that small. One or two levels is probably the most this Quality should be bought out for Cast Members if the reduced size is a permanent effect.

Level 1: Reduce size by 1/3 (typically one and a half to two feet); weight becomes 1/8 normal. Reduce the damage of falls, and the characters hand-to-hand damage, and Life Point totals, by one half. Life Points are halved. Ranged attacks are at a -1 penalty against the character. Add +3 to Stealth Tasks and +1 to hit normal targets.

Level 2: Reduce size to 1/10th normal (5-7 inches); weight becomes 1/100 normal. Reduce the damage of falls and the characters hand to hand attacks to 1/10 normal. Reduce Life Points to 1/3 normal. Ranged attacks are a -4 penalty; close combat attacks are at -1. Add +5 to Stealth Tasks and +2 to hit normal-sized targets.

Level 3: Reduce size to 1/20th normal (2-3 inches); weight becomes 1/400 normal. Reduce the damage of falls and the characters hand-to-hand attacks to 1/20. Reduce Life Points to 1/5 normal. Ranged attacks are a -6 penalty; close combat attacks are at -3. Add +8 to Stealth Tasks and +3 to hit normal targets.

Level 4: Reduce size to 1/50th normal (1 inch or so); weight becomes 1/1,000 normal. Reduce the damage of falls and the characters hand-to-hand attacks to 1/50. Reduce Life Points to 1/10 normal. Ranged attacks are a -8 penalty; close combat attacks are at -5. Add +12 to Stealth Tasks and +5 to hit normal targets.

Levels 5+: Each additional level doubles the size reduction; weight becomes negligible. Fall damage becomes negligible; the character merely drifts in the air until landing. Life Points continue to be reduced at an additional 1/5 per level. Ranged penalties to hit the target are increased by -4 per level, hand to hand penalties are at -2 per level. Stealth bonuses increase at +4 per level; striking bonuses increase at +1 per level. All these bonuses are cumulative with Level 4 bonuses.

What Were Those Power Levels Again?

To help visualize the possible power levels for Enchanted Items, here is a bit more clarification about what is possible at different Power Levels.

Power Level One

Just what it says on p. 149 of the *Angel Corebook*. It should be noted that Power Level One Enchanted Items can only produce effects that duplicate spells. Unless you are using the extensive spell lists from the *BtVS RPG* or *The Magic Box*, this doesn't become that much of an issue because you are going to be making up your own spells anyway.

Power Level Two

Items that are improved versions of a standard items, like a blessed sword that does extra damage to demons (Spike got a scar on his eyebrow from something like that once) or a pistol that does as much damage and has the range of a rifle. Items that do Willpower x 1 damage to a target or that add Strength x 1 damage to the damage done by a hand weapon like a sword or dagger.

Power Level Three

Items that raise a mindless zombie or artificial construct. Items that affect the target's emotions (make someone angry or sad). Items that do Willpower x 2 damage or that add Strength x 2 damage to the damage done by a hand weapon like a sword or dagger. Items that can make minor to moderate changes in someone's appearance (change a Cast Member's face to make them look completely unrecognizable). Items that add or subtract 1 point to any single Attribute. Items that can sense specific magical energies, including items that can detect residual residues of magic, dimensional weak points, the magical energy given off by large-scale powerful (Level 5 or higher) rituals being performed or the magical energies found in enchanted items.

Power Level Four

Items that significantly affect someone's behavior in a directed fashion (cause the target to love or feel loyalty toward someone). Items that do Willpower x 3 damage to a target or that add Strength x 3 damage to the damage done by a hand weapon like a sword or dagger. Items that can make someone look exactly like a specific other person. Items that add or subtract 2 to any single Attribute or 1 to two Attributes. Items that activate latent sites of power, including opening a dimensional or teleportational gate at a single specific dimensional weak point.

Power Level Five

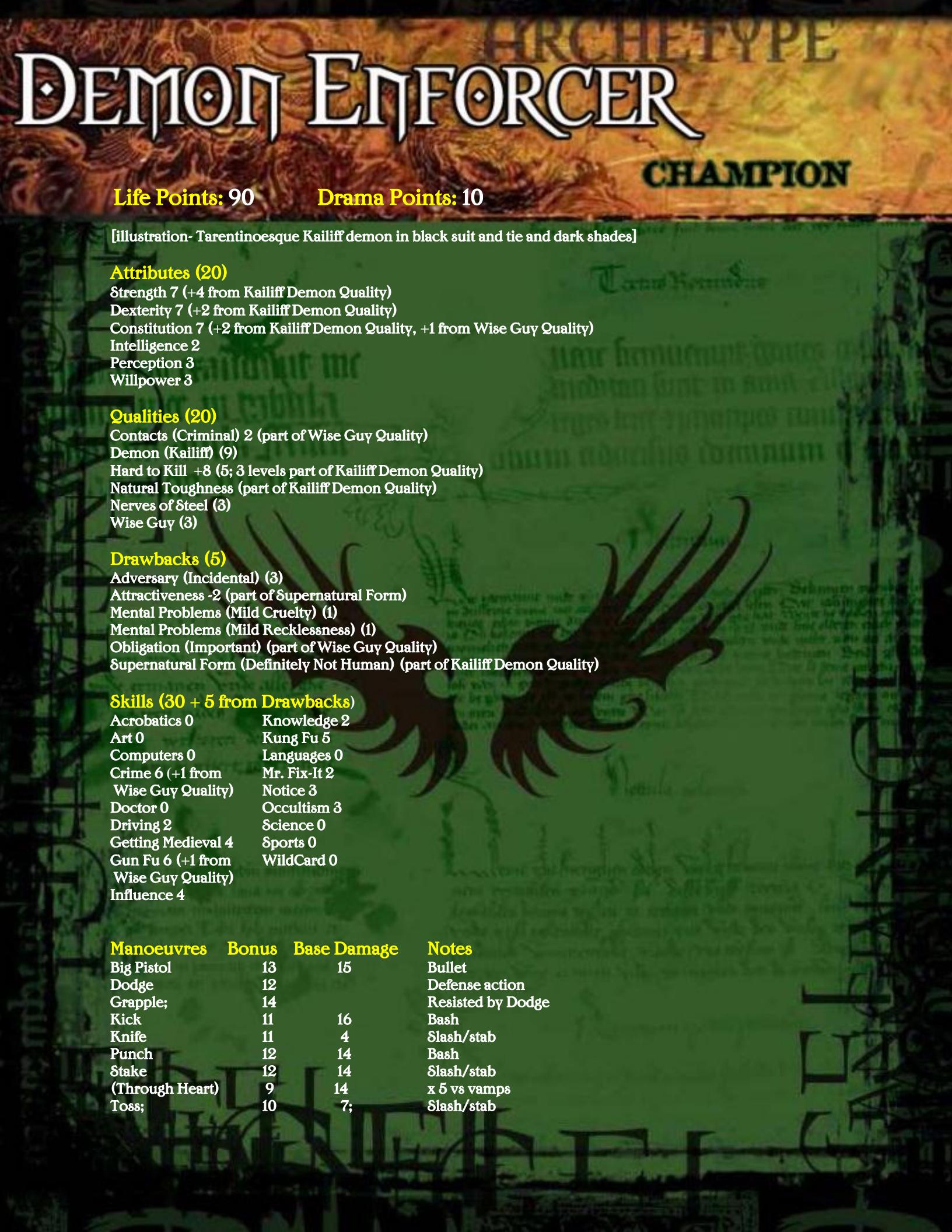
Items that reanimate a person as a zombie that retains the original person's memories and personality (which gives them the Zombie Quality on p. [?]). Items that turn someone or something temporarily invisible. Items that do Willpower x 4 damage to a target or that add Strength x 4 damage to the damage done by a hand weapon like a sword or dagger. An item that can convince someone that someone looks, acts, and sounds exactly like a specific other person. Items that add or subtract 4 to any single Attribute or +2 to two Attributes.

Power Level Six

Items that cause someone to fall deeply in love, become completely obsessed with someone, or deeply hate someone. Items that do Willpower x 5 damage to a target or that add Strength x 5 damage to the damage done by a hand weapon like a sword or dagger. This is the minimum Power Level for items that can strengthen or weaken Old Ones, Powers That Be, or other vastly powerful beings. Items that add or subtract 6 to any single Attribute or 2 to three Attributes. Items with powerful and obvious physical effects like opening dimensional gates anywhere or splitting someone into two people.

Power Level Seven

These are going to be items owned by Adversaries and Supporting Cast Members for the most part, since a Cast Member can't start with an Enchanted Item higher than Power Level Six. These are powerful items that range from items that can affect hundreds (or more) people at once, to truly vast power that could potentially end the world. Power Level Seven items are the types of things that can be used as plot hooks to drive an entire season.



DEMON ENFORCER

CHAMPION

Life Points: 90

Drama Points: 10

[illustration- Tarentinoesque Kailiff demon in black suit and tie and dark shades]

Attributes (20)

Strength 7 (+4 from Kailiff Demon Quality)
Dexterity 7 (+2 from Kailiff Demon Quality)
Constitution 7 (+2 from Kailiff Demon Quality, +1 from Wise Guy Quality)
Intelligence 2
Perception 3
Willpower 3

Qualities (20)

Contacts (Criminal) 2 (part of Wise Guy Quality)
Demon (Kailiff) (9)
Hard to Kill +8 (5; 3 levels part of Kailiff Demon Quality)
Natural Toughness (part of Kailiff Demon Quality)
Nerves of Steel (3)
Wise Guy (3)

Drawbacks (5)

Adversary (Incidental) (3)
Attractiveness -2 (part of Supernatural Form)
Mental Problems (Mild Cruelty) (1)
Mental Problems (Mild Recklessness) (1)
Obligation (Important) (part of Wise Guy Quality)
Supernatural Form (Definitely Not Human) (part of Kailiff Demon Quality)

Skills (30 + 5 from Drawbacks)

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

Manoeuvres	Bonus	Base Damage	Notes
Big Pistol	13	15	Bullet
Dodge	12		Defense action
Grapple;	14		Resisted by Dodge
Kick	11	16	Bash
Knife	11	4	Slash/stab
Punch	12	14	Bash
Stake	12	14	Slash/stab
(Through Heart)	9	14	x 5 vs vamps
Toss;	10	7;	Slash/stab

BACKGROUND ON THE DEMON ENFORCER

I couldn't tell you who I work for, probably better that I don't know. Some little human comes by with a message from on high, I go to work. Sometimes it's just a simple collection job. Those are the easiest. People might try to lie their way out of situation they are stuck in, try to beg or bargain, but once they look into my eyes they know that it's over. There ain't nothing they can do to get them out of their bind except pay the money they owe. You still get people who are too stupid for their own damn good. They go for a gun and try to shoot you, which is the kind of thing that just pisses me off. Or they try to throw some muscle at you. I had a cousin who had to collect from some little half demon punk. Dude tried to throw him off with a vampire of all things. When that didn't work, the guy tried to scare my cousin away with a stupid ghost. You know that my cousin took care of business and that little half demon is dead now. Ain't no Kailiff in the world going to take that nonsense.

That's the other part of the job. Sometimes you have to break some bones or put someone in the ground to make a point. Get the message out, know what I mean? Then you have some little punk thinks he's got fangs when the only thing in his mouth are baby teeth. Little punks trying to play with the big boys. Vampires are the worst for this. They get a bunch of other leeches together, start feeding on some human losers nobody is going to miss, suddenly they think that they are some kind of Demon Lords and that the city belongs to them. It's up to people like me to set them straight. Knock them around a bit, stake them with wood, and that's all she wrote. There's this thing with garlic coated bullets I've been meaning to try, just haven't had the chance yet.

That's how I hooked up with those monster hunter types. I was going after some nest of vampires who had managed to get their dead little fingers in the wrong pie. I went over to set them straight about who owned what in this town and the fact that they owned jack. One of the crazy bloodsuckers tried to jump me from behind. That's when that weird group who had a mad on for vampire slaying came in. They took out the one behind me, not that I actually needed help with that, and together we dusted the whole nest. Save the world or end the world, I don't really care. But those guys knew how to handle themselves in a fight and I respect that. I got their card, in case something comes up I need some extra guys. They don't seem to mind working with a demon wise guy if it helps them take out some demon bad guys.

Quote: "This can go one of two ways. Either way, I'm walking out with what I came for.

The choice is whether or not you spend the next six months breathing through a tube after I walk out this door."

ROLEPLAYING THE DEMON ENFORCER

You don't really know who you ultimately work for, and you don't know what determines who gets put on your hit list. For now, you don't really care. It's just business, nothing about it is personal. There will come a time when that isn't enough for you though, a time when you will decide that it is time to get out while you can. You liked the style of those vampire hunters, maybe you'll see how it goes running with them. For now, you still take your mysterious assignments and crack heads whenever necessary.

MAGIC RING BEARER

INVESTIGATOR

Life Points: 26

Drama Points: 20

[illustration - sneaky little punk girl putting on her magic ring]

Attributes (15)

Strength 2
Dexterity 4 (+1 from Criminal Quality)
Constitution 2
Intelligence 2
Perception 4 (+1 from Criminal Quality)
Willpower 3

Qualities (10 - 8 from Drawbacks)

Attractiveness +2 (2)
Contacts (Criminal) (2)
Criminal (2)
Fast Reaction Time (2)
Magic Item (Tarn Ring, Power 5) (10)

Drawbacks (10)

Adversary (Criminal) 2 (2)
Clown (1)
Covetous (Mild Greed) (1)
Covetous (Mild Lechery, part of Screwed-Up Adolescent Drawback)
Emotional Problem (Anger and Resentment, part of Screwed-Up Adolescent Drawback)
Mental Problems (Severe Recklessness) (2)
Screwed-Up Adolescent (4)

Skills (25 + 2 from Drawbacks)

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

Manoeuvres	Bonus	Base Damage	Notes
Dodge	8		Defense action
Kick	6	6	Bash
Punch	7	4	Bash
Stake	6	4	Slash/stab
(Through Heart)	3	4	x 5 vs vamps

BACKGROUND ON MAGIC RING BEARER

I didn't even know I had an Aunt Sophia until I got dragged to some lawyer's office and told that my aunt had been a very wealthy woman and that I had inherited something. I thought it would be like a house or a giant pile of cash, but instead it was some bulky old ring with the word TARN engraved on the side. I figured that was short for "tarnished", because the ring was old and ugly. Imagine my surprise when I found out what the ring could actually do.

I was wearing the ring in front of the mirror, marveling at how something could be that tacky looking, when I started to daydream a bit. I had a clear picture in my head of a specific person, and when I looked in the mirror I saw that I had taken the form of that person. It doesn't matter who I turned into that first time (Okay, so it was Brad Pitt naked), but I quickly discovered that I could take the form of anyone or anything I could imagine as long as I was wearing the ring. I could even turn invisible.

At first I just used it just to play jokes on people, which is easy to do when you can turn invisible or look like anyone else on the planet. I soon realized that there was also the possibility of making some easy money with this magic ring. It would be a crime not to take advantage of such an opportunity. I felt like the world was mine to take because I had this special power that nobody else could touch. Then I found out that there are all sorts of things in the world that are a lot stranger than a girl who can shapeshift or turn invisible. There are demons and vampires and weird magic guys who get all testy when you stroll into their homes with an empty sack and a can of spray paint. Some people can't take a joke.

But all of those demons and vampires and grumpy magic guys have nothing on me because I can do something that none of them can. I got this ugly little ring that will let me sneak in wherever I want to go so I can take whatever I want to take. Nobody can take that away from me.

Now that I think about it, I guess they could take that away from me. Nobody better touch my ugly little ring.

Quote: "Good night boys, I'll just take a few things and be on my way."

ROLEPLAYING THE MAGIC RING BEARER

You've got the great power, but you haven't really accepted the fact that with it comes great responsibility. You're just a teenager who always felt that the world owed you a favor and now you are glad to see that it has finally decided to pay up. There are probably all sorts of things you could do with the Tarn Ring to help with the fight against evil, but for now you want to have fun. You'll handle the evil if it comes your way, but you have other things on your agenda that you care about more (mainly boys and money).

The Tarn Ring allows the Magic Ring Bearer to take the form of anyone or anything she can visualize (roll Willpower doubled to do this), ranging in size from three feet to eight feet tall. This form is just illusionary, so her Attributes and abilities remain the same no matter what she looks like. She can also use the ring to turn invisible. The illusion and invisibility affects her and anything that she carries.

SHINY HAPPY DEMON

INVESTIGATOR

Life Points: 54

Drama Points: 20

[illustration - think Barney, or Whitey from 8 Crazy Nights, or any random cute Disney character, only it's a big ugly demon]

Attributes (15)

Strength 6 (+4 from Yarbnie Demon Quality)

Dexterity 3

Constitution 5 (+3 from Yarbnie Demon Quality)

Intelligence 3

Perception 3 (+1 from Yarbnie Demon Quality)

Willpower 3

Qualities (10)

Demon (Yarbnie) (4)

Good Luck 4 (4)

Natural Armor 4 (part of Yarbnie Demon Quality)

Reduced Damage (One-fifth Falls) (part of Yarbnie Demon Quality)

Situational Awareness (2)

Drawbacks (7)

Attractiveness -4 (part of Yarbnie Demon Quality)

Honorable 3 (part of Yarbnie Demon Quality)

Mental Problems (Mild Cowardice) (part of Yarbnie Demon Quality)

Outcast (3)

Resources -2 (4)

Supernatural Form (Definitely Not Human) (part of Yarbnie Demon Quality)

Skills (25 + 7 from Drawbacks)

Acrobatics 0	Knowledge 5
Art 0	Kung Fu 3
Computers 2	Languages 3
Crime 2	Mr. Fix-It 3
Doctor 2	Notice 4
Driving 0	Occultism 4
Getting Medieval 2	Science 0
Gun Fu 0	Sports 0
Influence 2	Wild Card 0

Manoeuvres	Bonus	Base Damage	Notes
Dodge	6		Defense action
Grapple	8		Resisted by Dodge
Punch	6	12	Bash

BACKGROUND ON THE SHINY HAPPY DEMON

I was just trying to get back home to catch a *Happy Days* marathon, boy that Fonzie is quite a character, when some some misguided young people started chasing me and yelling just the awfullest things you could imagine. I know these kids have it tough living on the streets and my heart goes out to them, that's why I try to give when I can, not that a Yarbnie Demon is going to have a lot to give, but it's what's in your heart and not what's in your wallet that really matters.

What was I talking about again?

Oh yeah, the gang. Now I am sure it was all a big mistake and I tried to explain it to them, but they weren't interested in hearing what I had to say. I tried not to panic because things have a way of working out and they did work out because another group shows up and told the young people to leave me alone because I hadn't done anything to them or anyone else which is true because I wouldn't hurt a fly, I really am quite a nice person if you take the time to get to know me.

I wanted to show my gratitude to them for helping me out of what might have been a horrible jam. So I started coming to where they worked and lived, see if I couldn't do a few chores for them. Just small things really, nothing special. And so that is what I did, I helped them with whatever needed to be done. Tidy up the place a bit, get their paperwork organized, get their weapons all nice and shiny. I don't really like weapons that much, but if you are going to go out and fight evil, it doesn't hurt to present the right image, so I figure you want weapons that are bright and shiny. Maybe that way, the evil people will be so impressed by how shiny the weapons are that nobody will want to fight anyway. I also made them some snacks, nothing special, just some soup and sandwiches. Nothing special, but those people weren't eating right and you need to keep up your energy if you plan to fight the forces of evil all day. I don't mean to blow my own horn, but I think I livened up the place. They'd be lost without me now.

Quote: "Time to get up sleepyheads. The sun is shining and it's a beautiful day, I'll make you some pancakes to give you lots of energy for when you are out protecting the innocent."

ROLEPLAYING THE SHINY HAPPY DEMON

You're an innocent soul in the body of a big hulking demon. You basically want everybody to get along and be happy, and don't really understand why anyone would want to hurt anybody else. You especially don't understand why anyone would want to hurt you. You feel like you've found a home with the other Cast Members, people to take care of who will in turn take care of you.

ARCHETYPE TEMPLE GUARD

CHAMPION

Life Points: 59

Drama Points: 10

[illustration- Fengshandian demon in samurai armor surrounded by blowing winds, maybe some crackling lightning between his (or her) fingers]

Attributes (20)

Strength 5 (+2 from Fengshandian Demon Quality)

Dexterity 5

Constitution 5 (+2 from Fengshandian Demon Quality)

Intelligence 2

Perception 3

Willpower 4

Qualities (20+6 from Drawbacks)

Aspect of Lightning 2 (5; 1 level from Fengshandian Demon Quality)

Aspect of Wind 1 (part of Fengshandian Demon Quality)

Contacts (Supernatural) (2)

Demon (Fengshandian) (17)

Hard to Kill 3 (part of Fengshandian Demon Quality)

Situational Awareness (2)

Drawbacks (8)

Adversary (Incidental) (3)

Antisocial Impulses (Violence) 1 (part of Fengshandian Demon Quality)

Honorable (2)

Humorless (1)

Mental Problems (Serious Recklessness) (2)

Supernatural Form (Definitely Not Human) (part of Fengshandian Demon Quality)

Skills (30+2 from Drawbacks) (part of Fengshandian Demon Quality)

Acrobatics 5 Knowledge 2

Art 0 Kung Fu 5

Computers 0 Languages 2

Crime 2 Mr. Fix-It 0

Doctor 1 Notice 4

Driving 0 Occultism 3

Getting Medieval 5 Science 0

Gun Fu 0 Sports 0

Influence 3 Wild Card 0

Manoeuvres	Bonus	Base Damage	Notes
Decapitation	5	20	Slash/stab, damage x 5
Dodge	10		Defense action
Grapple	12		Resisted by Dodge
Kick	9	12	Bash
Lightning	8	10	Electrical damage
Parry	10		Defense action
Punch	10	10	Bash
Sword	10	20	Slash/stab
Whirling Sword	6	20	Slash/stab

BACKGROUND ON THE TEMPLE GUARD

The temples of the Powers That Be were special places, holy places where the lower beings would not set foot and only the worthy entered. The intercessory beings who act as a conduit between this world and the higher dimensions were powerful enough to take care of any threat that would dare to enter their presence. At least that is how it used to be before the prophecies of the Aberjian Scrolls began to come true, before Vocah killed the Oracles within the Temple of Lost Souls itself.

We are in the midst of dark days when it is necessary for someone like me to keep vigilant watch over the holy temples of the Powers That Be to keep their agents safe. In ancient days, my kind were worshipped in temples as well. It is only fitting that in these fallen times when our glory is long past, that one such as myself would protect this holy place. When I was approached with the offer to take on this duty, I was honored. It was the chance to enjoy glorious battle in a worthy cause. Plus, there is the fact that I was out of a job at that point anyway and really needed the work.

I have been told that the mistake of the Oracles was to merely react to evil. This allowed them to be caught in their own sacred place by a lower being. This mistake will not be allowed to happen twice. I am told that I must go out and attack the forces of evil before they have a chance to attack us. I have found others who also hunt the forces of darkness, and we have enjoyed many glorious victories together. It is good that there are other warriors to join with in hunting those who would do evil, because in all honesty I'll take any excuse to get out of that temple that I can. I am greatly honored that the duty of protecting such a holy place has fallen to me, but I would be going out of my mind if I had to actually spend all of my time there.

Quote: "You have profaned a sacred place with your presence. Prepare to die"

ROLEPLAYING THE TEMPLE GUARD

You have a duty to protect agents of the Powers That Be in their temple from anyone who would threaten them. It's not so much that you care about the Powers That Be, it's that you took on a job and feel honor bound to give it your best. You could just as easily have ended up as a bodyguard for Wolfram & Hart, it's just that the Powers got to you first. You don't really care so much whose side you are on, as long as you get to fight. Here you get to engage in glorious battle as part of your sacred duty, which sounds so much better. The fact that you are meant to proactively guard the Temple, that you have been told to go out and hunt evil before it has a chance to find the agent you serve, gives you even more opportunity for glorious violence.

UNUSUAL SUSPECT

INVESTIGATOR

Life Points: 30

Drama Points: 20

[illustration- seedy looking guy by a mirror that reflects his true reptilian demon face]

Attributes (15)

Strength 2

Dexterity 4 (+1 from K'ewelkan Demon Quality)

Constitution 3 (+1 from Criminal Quality)

Intelligence 2

Perception 5 (+1 from K'ewelkan Demon Quality, +1 from Criminal Quality)

Willpower 3

Qualities (10 + 2 from Drawbacks)

Contacts (Criminal) (2)

Criminal (2)

Demon (K'ewelkan) (8)

Natural Toughness (part of K'ewelkan Demon Quality)

Natural Weapon (part of K'ewelkan Demon Quality)

Toxin (Minor) (part of K'ewelkan Demon Quality)

Wall Crawl (part of K'ewelkan Demon Quality)

Drawbacks (7)

Adversary (Incidental) (3)

Addiction (Heavy Smoking) (2)

Antisocial Impulses (Cruelty) (part of K'ewelkan Demon Quality)

Antisocial Impulses (Deceit) (part of K'ewelkan Demon Quality)

Attractiveness -1 (Human form) (1)

Mental Problems (Mild cowardice) (1)

Skills (25 + 5 from Drawbacks)

Acrobatics 4 (+1 from

Knowledge 2

Criminal Quality)

Kung Fu 3

Art 0

Languages 2

Computers 0

Mr. Fix-It 0

Crime 6 (+1 from

Notice 4

Criminal Quality)

Occultism 4

Doctor 0

Science 0

Driving 0

Sports 0

Getting Medieval 2

Wild Card 0

Gun Fu 2

Influence 3

Manoeuvres	Bonus	Base Damage	Notes
Bite	7	6	Slash/stab
Claw	7	6	Slash/stab
Dodge	8		Defense action
Pistol	6	15	Bullet
Toxin	7	special	Lowers Dexterity by 1 level per bite, 10 doses

BACKGROUND ON THE USUAL SUSPECT

Everything in nature steals, so I don't see why you should have a problem with anything that I do. Come on, your whole society is based on stealing. The white people stole America from the Indians, the Americans stole California from the Mexicans, if you go back far enough the humans stole this whole freaking world from the demons. So why should it matter if I steal a hundred grand from some poor schmuck who doesn't deserve that money anyway? At least what I do is done with grace and style. It's not like I am just marching into some convenience store waving a gun around like an idiot for whatever is in the cash register. There is an art to the con. What I do takes time and planning and skill.

Still, no matter how much planning you put into a job, no matter how much skill you have, there are going to be risks. I'm not in this for the risks, I'm in it for the score, but sometimes you have got to bite the bullet and do something dangerous and stupid. That's how I ended up with a suitcase full of pure grade Orpheus with a nest of vampires after me. I managed to arrange things so that the stupid bloodsuckers chased me right into the arms of a bunch of monster hunters. The monster hunters dusted the vamps and I sold the suitcase of Orpheus to another demon for a tidy sum.

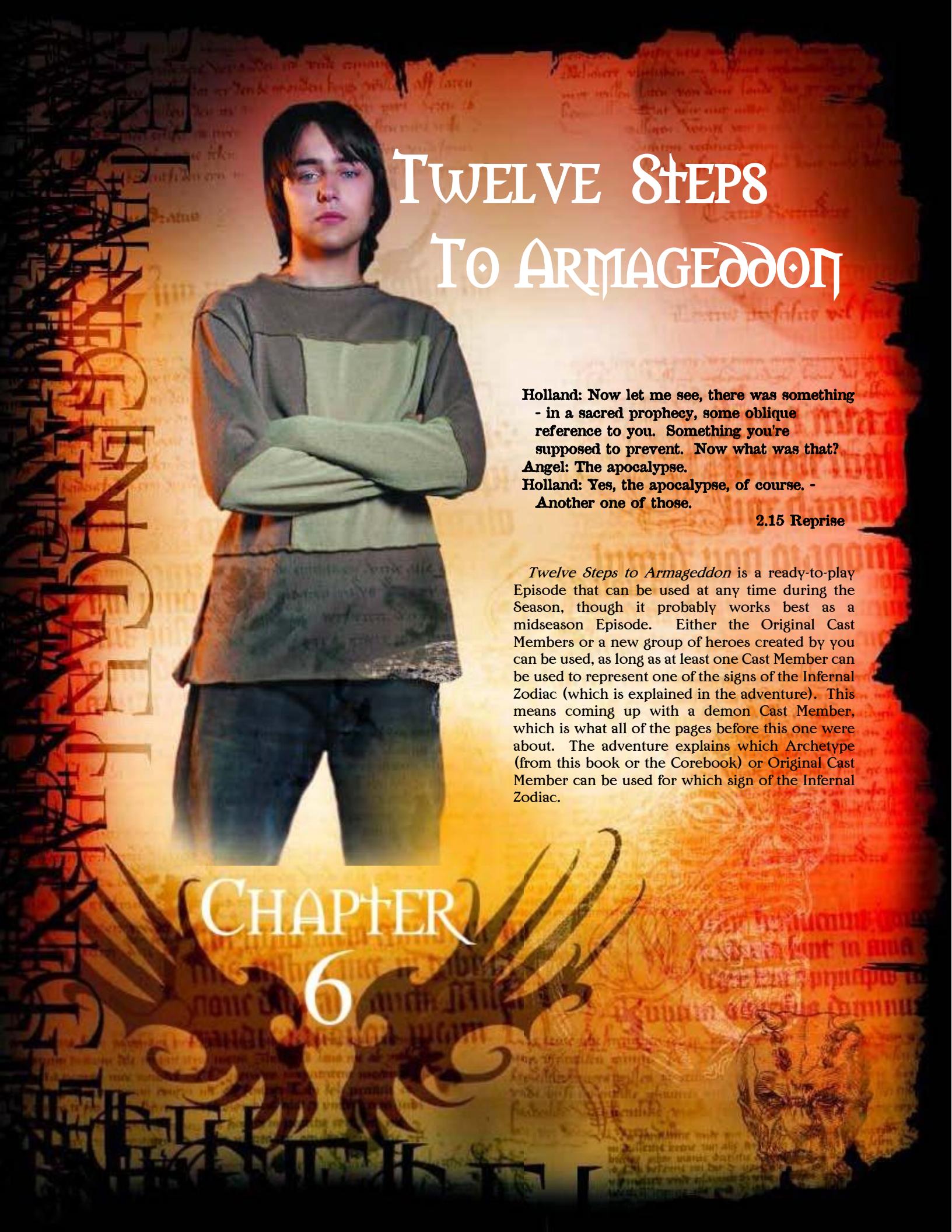
Which got me thinking about how I'm really not into the muscle work, I'm just into the score. Here's a bunch of people who want to fight evil so they can feel good about themselves, but who don't have the kind of connections I have. All I have to do is give them a few tips to send them after particularly wealthy evil doers and then go in afterwards and collect all the worldly goods I can carry away. It's a very satisfying relationship so far, they get to feel good about themselves, I get paid, and they have no idea that they are crusaders in a campaign to get me rich.

Who's pissed me off lately? I should send the monster hunters after them.

Quote: "I know exactly who you guys should go after this time."

ROLEPLAYING THE USUAL SUSPECT

You have managed to get the Cast Members in a position where they trust you as their informant on the street. They don't suspect that you are making money off of them. They want to fight evil and you are helping them fight evil. You're just helping them fight evil in such a way that will make your life easier. Besides, you really get off on the fact that you have these demon fighters under your thumb and they have no idea that they are being used. That is almost better than the score itself.



TWELVE STEPS To ARMAGEDDON

Holland: Now let me see, there was something - in a sacred prophecy, some oblique reference to you. Something you're supposed to prevent. Now what was that?

Angel: The apocalypse.

Holland: Yes, the apocalypse, of course. - Another one of those.

2.15 Reprise

Twelve Steps to Armageddon is a ready-to-play Episode that can be used at any time during the Season, though it probably works best as a midseason Episode. Either the Original Cast Members or a new group of heroes created by you can be used, as long as at least one Cast Member can be used to represent one of the signs of the Infernal Zodiac (which is explained in the adventure). This means coming up with a demon Cast Member, which is what all of the pages before this one were about. The adventure explains which Archetype (from this book or the Corebook) or Original Cast Member can be used for which sign of the Infernal Zodiac.

CHAPTER 6



PLOT SYNOPSIS

Like most fanatical fascist hordes, the Scourge were never the best planners in the world. Killing everybody within a quarter mile radius is certainly evil, but it's still a pretty limited kind of evil. When that plan was thwarted, it looked like the Scourge was wiped out for good, but now there are reports of Scourge activity once more. Demons and monsters are being systematically hunted down and captured. Eventually, one or more of the Cast Members become targets of the Scourge as well.

It all seems a little too involved for any plan the Scourge might have developed on their own, but that's because they didn't. A powerful demon named Armadankui is calling the shots and she is trying to get hold of twelve beings who can be used to symbolically represent eleven of the twelve signs of the Infernal Zodiac. Armadankui will represent the twelfth sign. By ritually killing the others, Armadankui hopes to summon a True Demon named Pancetus to our reality. The Scourge think that Pancetus will be the final solution to the human problem. Armadankui thinks that the Scourge will make a fine snack for Pancetus when the Old One first incarnates. The Cast Members better think of a way to stop all this before it is too late.

Los Angeles, 2001 The Bloodied Bull

"Well, I guess Angelus was the better man after all," thought Boone to himself as he lifted his head slowly from the hotel floor. The demon cowboy spit out blood and teeth as he looked around the ruined lobby of the Hyperion Hotel. Standing up was out of the question, it just made him black out again, so Boone painfully started to drag himself across the lobby floor. He got no more than a yard before he came face to face with a pair of jackboots.

"It is just as you foretold," said the owner of the jackboots.

"Yes. He will be the first," said what sounded like a woman trying to speak and gargle with razor blades soaked in battery acid at the same time.

Boone blacked out again as he was lifted by a crowd of demonic soldiers.

Portland, 2002 The Triumphant Warrior

Tom Cribb stood in the middle of a crowd of demons, huddled together in the basement of a store that had gone out of business some time ago. "You came here to fight, so you don't leave until you fight," said the froglike demon. "You want to go against Trepkos, you have to work your way up like everybody else. First match, Dharok against Orthos". Cribb stepped back into the crowd as two large hulking demons, all horns and claws, started circling around each other.

"This should be a good fight," said Cribb.

"Orthos can not defend well against attacks to his right. Dharok will win," replied Val Trepkos.

Cribb didn't bother arguing. Trepkos always seemed to know the weaknesses of every fighter he ever watched. Just as Cribb was settling down to see how long the fight was actually going to last, there was a loud crashing noise as a small army of demonic soldiers poured into the basement. They parted to make a path for a powerful demon with a horrible voice that sounded like sharp metal and deep waters. The demon pointed at Trepkos and said, "Just that one. None of the others matter."

Here and Now The Flaming One and the Red Beast of Sacrifice

The Oden Tal woman spun herself around the brass pole as both demons and humans watched her with hungry eyes. This wasn't quite the idealistic paradise of freedom that Jhiera had promised her, but it was still better than having her Ko amputated by the Vigories. She got on her hands and knees to crawl seductively towards an Ano-Movic demon who was trying to impress her by going on at great length about the trendy bistro he owned.

Jackbooted demon soldiers beat down the bouncer and made their way to the main stage. The Oden Tal female backed against the brass pole as the soldiers surrounded her. The Ano-Movic demon tried to run away but strong arms pushed him back into his seat. The Oden Tal dancer looked up and saw the most hideous demon she had ever seen striding towards her and her customer. The demon spoke with a disturbing voice like knives in acid and said, "These two will do just fine



ACT ONE: INTRODUCTION

Gunn: I'm guessing this isn't a good sign.

Lorne: Yeah, as harbingers go - not so much.

4.7 Rain of Fire

The Cast Members hear about an attack at a demon strip club called Naamah's Naughty Nook by a large force of supernatural soldiers lead by some powerful überdemon. That same night, a number of murder victims were found around the city where the Series takes place. All the bodies were ritualistically killed and each one is missing a different body part. Could the two incidents be related? Time for the Cast Members to find out.

RUN-DOWN

Nothing Says "Thank You" Like Dollars In The Panties: Through whatever means the Cast Members have for discovering events meant as plot hooks (a streetwise informant, a red phone by a fireman's pole, a subscription to the Daily Plot Hook), they discover that a demon strip club called Naamah's Naughty Nook was attacked last night. Naamah's is kind of like Caritas in that it serves both demons and humans while operating as a safe place for both. The difference is that instead of a demonic Host using his abilities to set people on their life's path, Naamah's has a bunch of demonic dancers who use their special abilities to separate customers from their money. It's a seedy place where minor criminal activity sometimes takes place, but in the grand scheme of things it's pretty harmless. A Prio Motu demon named Jalal (use the generic Prio Motu write-up on p. ??) acts as the club's bouncer and people tended to listen to him when he tells them to behave.

If the Cast Members choose to question Jalal or any of the dancers (think demon brothel and then think not quite that caliber), they will all describe the same thing. A bunch of demons in jackboots and military looking clothing busted into the club and took a dancer named Asha (use the Oden Tal Female write-up from *Angel Corebook* p. 198) and an Ano-Movic demon named Tom who was something of a regular (use the generic Ano-Movic write-up on p. ??). It shouldn't be to hard for the Cast Members to discover that Tom's car is the Dodge Viper GTS (colored Midlife-Crisis Red) in the parking lot. By running plates or simply breaking in the car, the Cast Members will discover that the Ano-Movic demon was named Thomas Collins and he owned a trendy little tapis place called the Tango Bistro. The bouncer and the dancers all describe the invading

demons as being exceptionally ugly (and keep in mind that these are demons themselves making the ugliness call). They seemed to be lead by a powerful demon who looked like a goddess covered in metallic chitinous armor with a cluster of tentacles for a head.

Look Out, Here Comes The Master Race: After getting assorted statements, the Cast Members may want to start cracking the books or surfing the demon database. What they discover depends on how well they do on their research rolls. Identifying the henchmen is a lot easier than identifying the one who seemed to be in charge, so two rolls are required. For the Scourge (see p. ??)...

Failed roll: These seem to be Hitler's secret zombie army that the Nazis created with alien orgone technology gone horribly wrong. No wait, that can't possibly be right...

1-2 Success Levels: The description matches a group of demon fanatics known as the Scourge, known for their intolerance of demons who they deem impure.

3-4 Success Levels: The Cast gets all the information on p. ??, including Commander Tiernan's name and the fact that a Brachen demon sacrificed himself to save a group of Lister demon refugees from the Scourge in the winter of 1999.

5-6 Success Levels: There have been rumored sightings after 1999. Once in Los Angeles in early 2001 and again in Portland in 2002.

7+ Success Levels: According to rumor, the demon Boone (see p. ??) was taken by the Scourge when they resurfaced in Los Angeles and Val Trepkos (see p. ??) was taken in Portland.

It is a little more difficult to find any information on their leader...

1-3 Success Levels: What did she look like again?

4-5 Success Levels: An old engraving seems to match her description. The text describes her as the Bringer of Destruction and Herald to the Great Beast

6-7 Success Levels: Her name is Armadankui and she is some kind of High Priestess to the Old Ones, the True Demons who ruled the world before the rise of mankind.

ACTION

What Was That About Body Parts?: The Cast Members might also decide to look into the series of ritual murders that were discovered that same night.

ANGEL

They all took place in the same general area, an artsy neighborhood in the city where the Series is set (Greenwich Village for New York, Capitol Hill for Seattle, Notting Hill for London, you get the idea). A young woman had her feet cut off, a young man had everything from the waist down and ankles up removed, another woman had her upper torso missing, a local student had his arms taken away, a teenage girl had her head cut off but the eyes left behind, and another young man had only his eyes missing. If the Cast members manage to get a hold of the crime scene photos, they have a chance of identifying the ritual carvings in the victims as part of an obscure ritual to create an artificial construct out of the body parts of sacrificial victims. This takes at least three Success Levels with the research roll.

If the Cast Members start engaging in some detective work (keeping in mind that the local constabulary will be doing their own investigation with some help from the FBI, and none of those people like civilians interfering with their efforts to protect and serve) the following facts might come to light. All of the victims had discount cards for the same coffee shop (Javaroma), the headless woman had been dating one of the Javaroma baristas (a young woman named Autumn Weston), and anyone with Supernatural Contacts will be able to discover that Ms. Weston has been known to create taxidermy chimeras that she has been able to animate through arcane methods (the local 5-0 and any FBI agents on the scene will completely miss out on this last fact).

Autumn Weston lives in a large house on the fringes of the area where all the crimes took place (the house was left to Autumn when her mother died). Anyone sneaking up on the house will be able to hear a rather

one sided conversation on a successful Perception and Notice roll. A female voice (presumably Autumn) will say things along the lines of, "Oh Apollathena, you are so beautiful and so good to me. I love you so very much. I have never been this happy before." and another rough voice answering her comments with inarticulate cries and grunts. Should the Cast Members either peek through a window or bust down a door,

Autumn and Apollathena

Autumn is a shy young woman with short black hair and drab clothing who lives in the house her mother left her and works as a barista at a small coffee shop. She has a talent for taxidermy and creating artificial life, but limited her creations to sewing together small animals before she decided to make Apollathena. Apollathena looks like your standard frankensteinian abomination. Sew together all the missing body parts from the murder victims and put the thing in a ragged old wedding dress, and that's Apollathena. Autumn made her from people she noticed at the coffee shop every day because of certain features but she was too shy to ever really talk to any of them, with the exception of the headless girl (who asked Autumn out first). Autumn decided to make the perfect mate out of the best features of the people she saw every day. Apollathena is only a few days old, but is already fiercely devoted to Autumn and will attack anyone who threatens her creator.

Name: Autumn Weston
Motivation: Create the perfect companion
Critter Type: Human
Attributes: Str 2, Dex 2, Con 1, Int 6, Per 3, Will 3
Ability Scores: Muscle 10, Combat 11, Brains 18
Life Points: 26
Drama Points: 3
Special Abilities: Outcast, Superscience Quality (allows her to build Frankensteinian creatures like Apollathena)

Maneuvers

Name	Score	Damage	Notes
Dodge	11		Defense action
Grapple	13		Resisted by Dodge
Kick	10	7	Bash
Punch	11	6	Bash

Name: Apollathena
Motivation: Live!
Critter Type: Artificial Construct
Attributes: Str 6, Dex 3, Con 4, Inte 2, Per 2, Will 2
Ability Scores: Muscle 18, Combat 15, Brains 11
Life Points: 50
Drama Points: 1
Special Abilities: Robot Quality (though she is made of dead people parts instead of metal and wires)

Maneuvers

Name	Score	Damage	Notes
Dodge	15		Defense action
Grapple	17		Resisted by Dodge
Kick	14	17	Bash
Punch	15	16	Bash

they will be greeted by the sight of Autumn and Apollathena slow dancing together in the living room. If confronted, Autumn will react with jealous accusations about the Cast Members trying to steal her true love.

The shouting match between the deranged murderer and the Cast Members can go on as long as the Director wishes, but no matter what happens it will eventually be interrupted by the untimely arrival of Armadankui and the Scourge. They are there strictly for Apollathena, who will be used for the role of Infernal Hermaphrodite in the Infernal Zodiac ritual to summon Pancetus (see below). It will be a quick strike aimed at getting the artificial construct, but if any Cast Members are slated for the ritual than Armadankui will take a moment to say, "Just the Infernal Hermaphrodite for now, though the others might be able to take a place on the wheel as well."

TROUBLESHOOTING

There shouldn't be too much to troubleshoot during the initial part of the investigation, as long as the Cast Members eventually find out that the Scourge and some new powerful demon is up to something bad. Simple questioning of witnesses and not completely botching the research roll should take care of that. The Cast

Members might go after the red herring of investigating Tom's tapis place, in which case the Director should feel free to lead them on as long as he feels is amusing and entertaining. Feel free to populate the restaurant with as many colorful people as you want; the waiter who is really a writer, the chef who hits on all the pretty waitresses and parties like a rock star, the bartender who needs to look up how to make any given mixed drink, whatever works for you. Keep in mind that they are all human, none of them know that Tom is a demon, and there aren't any clues there as to why the Scourge grabbed the Ano-Movic demon.

Some Cast Members might completely miss out on finding Autumn or else they might be too occupied with the Scourge attacks to worry about what looks like the act of a serial killer. If this is the case, then the Cast Members hear about the attack after the fact. If they manage to question Autumn after Apollathena is abducted, then she can tell them what Armadankui said (The fact that Apollathena was chosen as the Infernal Hermaphrodite will be mentioned even if the Cast Members are not there). If the Cast Members still manage to not question Autumn, then they will just have to wait until the next part of the Episode to start gathering clues.

ACT TWO: CONFLICT

Doyle: The Scourge.

Angel: You know them. What are they?

Doyle: Death.

1.9 Hero

RUN-DOWN

The Cast Members are contacted by a Daghamate Demon named Dave about protecting him while he tries to return the Tanithean Sphere to the Powers That

Be. This becomes the second time the Cast Members run into the Scourge and Armadankui. Once Dave and the Tanithean Sphere are in the Scourge's possession, the Cast Members discover that they are the next ones targeted by the soldiers of darkness and their demon master.

ACTION

Out Of The Frying Pan: As the Cast Members are dealing with soldiers of darkness and a string of ritual murders, a new complication arrives in the form of a Daghamate Demon named Dave. Dave is found slithering around wherever the Cast Members call home as soon as they get back from Autumn's place. He will quickly explain that he is an agent of the Powers That Be sent to the Cast Members so that they would protect the Tanithean Sphere. The Tanithean Sphere itself is a black orb the size of a volley ball with a strange golden light swirling just below its surface. Whoever holds the Tanithean Sphere can use it as a divinatory tool. This is because the spirits of the Oracle Twins (see p. ??) have been trapped inside. This was the work of a black magician who entrapped the Oracle Twins a few months after they were killed by Vocah in the spring of 2000. The sphere was part of a private collection in the warded basement of a chateau in Switzerland until it was stolen and brought to America six months ago. It has been making its way throughout the supernatural underground via a series of daring thefts until Dave stumbled across it after a black magician and a Mohra demon managed to kill each other over the artifact.

Dave tells the Cast Member that a ritual must be found to free the Oracle Twins so that they can return to the afterworld. Just breaking the Tanithean Sphere won't do it, they have to be properly released. It is also extremely important that the sphere does not fall into the wrong hands. While the Cast members are busy

looking for a Spell of Unbinding to release the spirits of the Oracles (which turns out to be a Power Level 3 Spell involving some chanting in Etruscan while burning the sphere in a fire made from branches of rue and rosemary surrounded by crystals of smoky quartz), Dave will try his best to help the Cast Members by offering all sorts of advice on being a champion. This isn't quite pre-Angel Wesley level of annoyance, since Dave has mystical insight and has been working on this kind of thing for half a century. Still, his enthusiasm and willingness to advise is a bit out of proportion with his actual field experience. Because of their long lifespans, Daghamate Demons can spend decades as apprentices in their chosen fields. Dave was an Apprentice Teacher of Champions for forty-five years.

Dave the Daghamate Demon

Dave is a young Daghamate Demon, barely seventy years old. He has arrived in the city hoping to set up a school for training champions. He sees himself as Chiron hoping to train the Jasons and Herculeses of the world, but things aren't quite going that way. He doesn't have any students yet, potential champion or otherwise. He was just beginning to despair that he would never be able to serve the Powers that Be when he found himself in possession of the Tanithean Sphere. This is a bit more than he can handle, just because he is qualified to train champions doesn't mean he actually wants to be one. The Oracle Twins trapped within directed Dave to the Cast Members. They feel that our heroes are their best bet for protection until they can free their spirits from their mystical prison and return to the afterworld.

Name: Dave
Motivation: Pass on his wisdom to whoever will listen
Critter Type: Demon

Attributes: Str 3, Dex 4, Con 3, Int 4, Per 4, Will 5

Ability Scores: Muscle 12, Combat 13, Brains 16

Life Points: 34

Drama Points: 5

Special Abilities: Daghamate Demon

Maneuvers

Name	Score	Damage	Notes
Claw	13	9	Stab/slash
Dodge	13		Defense action
Grapple	16		Resisted

Daghamate Demons

Daghamate Demons are sometimes thought of as merfolk; except that their lower bodies are more serpentine than piscine, they have a mass of tendrils instead of long well-combed hair, and they are not all that pretty. Besides, mermaids are probably up there with Leprechauns on the list of Things That Don't Actually Exist. Daghamites are respected as Seers and some end up acting as oracles or guides for those who serve the Powers That Be. Others become teachers, using their special insights to help champions fulfill their destinies.

Daghamites could be used as Cast Members. The Daghamate Quality costs 14 points. Daghamites add +1 to Strength, +2 to Dexterity, and +1 to Constitution. They have the Amphibious Quality, they are Immortal, and they can Regenerate Life Points equal to their Constitution every minute. Their needle-like teeth and nails act as Small Natural Weapons that do Strength x 2 Slash/stab damage. Their serpentine lower body gives them the Limited Limbs Drawback. It is also one of the contributing factors to their Supernatural Form (definitely not human) Drawback. Finally, Daghamate Demons have the Supernatural Senses of Fortune Telling and the Sight.

If the Cast Members share the details of their adventures with Dave, he will be able to offer a bit of practical advice. The Infernal Hermaphrodite, the term that the demon Armadankui used to describe Apollathena, is one of the twelve signs of the Infernal Zodiac (see below). Dave explains that the Infernal Zodiac was used by various demonic clans to describe the heavens in the days just before shamans and warriors started getting together to beat back the last straggling demons on Earth. A minimum of two Success Levels with the research roll are necessary to learn everything mentioned in the sidebar below.

Rude Interruptions: Before the Cast Members have a chance to go out for some rosemary and rue branches or smoky quartz crystals, Armadankui and the Scourge hit them at their home base. Their targets are Dave, who will be used as the Wise Beast, and the Tanithean Sphere, which will be used as the Twins of Light. The soldiers of darkness hit hard and target the Tanithean Sphere first. Chances are that the Cast

Members will concentrate their efforts on protecting the sphere. If this proves to be the case, then they will find that Dave was kidnapped while everybody was busy trying to protect the sphere. If the Cast Members prove too effective in their attempts to protect the Tanithean Sphere against the soldiers of darkness, than Armadankui will rush in to grab the artifact and then fly away with it. This will be the first time that she reveals her ability to unfurl a great pair of devil wings at will.

The Cast Members will be left with Dave's comment about the Infernal Zodiac and how the victims of the Scourge might fit into those roles. This still does nothing to answer why the Scourge could be trying to

The Infernal Zodiac

In the days before the rise of man, demons ruled the Earth. They had their own culture and their own beliefs. Some of these were forgotten over the ages, some survive as barely remembered superstitions, and a rare few manage to remain as honored traditions (though these are often changed from their original form). The Infernal Zodiac were the demonic constellations that the sun passed through during the year. Each sign of the zodiac was also sometimes said to represent a period of a thousand years, those who believe this say that we are currently in the middle of the Time of the Sun of the Queen of Heaven. Others say that the current zodiac of modern astrology, as well as the epic of Gilgamesh, are nothing more than human bastardizations of the original Infernal Zodiac. Most demons don't really care one way or the other about what exactly the Infernal Zodiac might be, because 99.9999% of them have never heard of it. It is one of those things that fall under Barely Remembered Superstitions. The twelve signs are as follows...

1. The Red Beast of Sacrifice
2. The Bloodied Bull
3. The Twins of Light
4. The Bringer of Lightning
5. The Flaming One
6. The Queen of Heaven
7. The Bringer of Balance
8. The Triumphant Warrior
9. The Poison One
10. The Guide
11. The Wise Beast
12. The Infernal Hermaphrodite

ANGEL

kidnap monsters who can be used to symbolize the Infernal Zodiac. That question will be answered shortly, because at least some of the Cast Members are next on the list.

What Do You Mean "We"?: At this point of the Episode, the only victims left for Armadankui and the soldiers of darkness to gather are Cast Members. The following Troubleshooting section gives suggestions about how to pick who the next victim will be, but it is important that at least one Cast Member is singled out for a place among the Infernal Zodiac. The highest ranking current member of the Scourge, a demon named Tarvos, will lead the assault against the Cast Members. His sole purpose is to keep the other Cast Members busy while Armadankui makes off with how ever many Cast Members are marked for sacrifice. Tarvos will obey Armadankui in not harming those demons that are needed for her ritual, but he feels that any others are fair game. He is a tough demon, but he relies too much on his gun. The Cast members may be able to use that against him (especially if some of the Cast Members are not hurt all that much by the occasional gun shot). Tarvos should have more than enough soldiers with him to keep the other Cast Members away from Armadankui and her chosen victims.

When the dust settles, one or more of the Cast Members will be taken away to be sacrificed in some horrible ritual, but there will also be at least one Scourge soldier left. His name is Terkantur and he is the Cast's way of finding out where their allies and the other victims have been taken. He is loyal to the Scourge cause and feels that all of the humans and half-

breed demons should be wiped from the face of the Earth. He longs for the days when the world belonged to the Old Ones. He is also very ambitious. Terkantur wants to lead the Scourge instead of Tarvos, he also knows that he won't be able to do this if he manages to get himself killed. Terkantur was all for Armadankui's little scheme for mass destruction, but she is ultimately an outsider. She isn't really one of the Scourge, Terkantur doesn't appreciate the way she bosses the soldiers of darkness around like a bunch of minions, and if her plan fails then there will always be another one.

Terkantur will bargain with the Cast Members to tell them what he knows in exchange for his life. What he knows is that Armadankui is planning to create a living version of the Infernal Zodiac with herself at its head. The Scourge will chant an ancient demonic litany while Armadankui absorbs the life force of the eleven victims through a magical object called the Sceonese Crystal. Once she has absorbed the life force of the others, she will channel the True Demon Pancetus into herself. Armadankui and the other demons symbolizing the signs of the Infernal Zodiac will be combined into a writhing mass of flesh and light that will then grow into the full massive form of Pancetus.

All of this will take place in an abandoned warehouse (by the docks if the city where all this takes place is near a large body of water or a river, by some railroad tracks otherwise). The newly arisen Pancetus will go on a destructive rampage that will destroy the human race and the Scourge will be rewarded with a place at the True Demon's right hand when it establishes its reign on Earth.

Name: Tarvos
Motivation: Lead the Scourge to victory
Critter Type: Demon
Attributes: Strength 6, Dex 5, Con 6, Int 3, Per 3, Will 3
Ability Scores: Muscle 18, Combat 17, Brains 13
Life Points: 73
Drama Points: 2
Special Abilities: Attractiveness -4, Supernatural Form (definitely not human), Hard to Kill + 5, Zealot, , Natural Toughness,

Maneuvers

Name	Score	Damage	Notes
Big Ass Gun	17	18	Bullet
Dodge	17		Defense action
Grapple	19		Resisted by Dodge
Kick	16	18	Bash
Punch	17	17	Bash

Name: Terkantur

Motivation: Hunt down the impure half-demons, take over leadership of the Scourge, not be killed

Critter Type: Demon

Attributes: Str 5, Dex 4, Con 5, Int 3, Per 3, Will 4

Ability Scores: Muscle 16, Combat 14, Brains 15

Life Points: 50

Drama Points: 2

Special Abilities: Attractiveness -4, Covetous (Desperate Ambition), Supernatural Form (definitely not human), Natural Toughness, Zealot

Maneuvers

Name	Score	Damage	Notes
Baton	14	18	Bash
Dodge	14		Defense action
Grapple	16		Resisted by Dodge
Kick	13	15	Bash
Punch	14	13	Bash

Terkantur thinks it is actually all bunk, but he was all about the kidnapping and torturing of impure half-breeds.

The ritual is meant to take place during midnight under a new moon (which is that very night of course). The Cast Members don't have very long to stop the ritual by the time Terkantur finishes telling everything he knows to avoid Death By Protagonist. Time to save the world.

TRROUBLESHOOTING

The victims used as stand-ins for the Infernal Zodiac are as follows...

1. The Red Beast of Sacrifice; Ano-Movic Demon named Tom Collins

2. The Bloodied Bull; Boone

3. The Twins of Light; The Oracles bound in a Tanithian Sphere

4. The Bringer of Lightning; The Temple Guard (Fengshandian Demon)

5. The Flaming One; Oden Tal Female named Asha

6. The Queen of Heaven; The Antagonist, Armadankui

7. The Bringer of Balance; The Shiny Happy Demon (Yarbnie Demon)

8. The Triumphant Warrior; Val Trepkos

9. The Poison One; The Usual Suspect (K'ewelkan Demon)

10. The Guide; Undead Champion (Revenant, Angel Corebook)

11. The Wise Beast; Dave the Daghamate Demon

12. The Infernal Hermaphrodite; Apollathena, a mystical construct made by Autumn Weston

... which gives four Archetypes as potential victims. The Episode works best if at least some of those Archetypes are being used as Cast Members (the rest will just be Supporting Cast who had already been captured by the Scourge). This might not be an option in every Series, or even most. Directors should feel free to use different demons for some of the signs of the Infernal Zodiac. A Director might decide that the victims need not even be demons per se. A Series featuring the Original Cast might have Lorne being targeted as The Guide. A Series featuring Guest Stars from *Angel* might have Gwen Raiden as the Bringer of Lightning and Groo as the Triumphant Warrior. Maybe the Pyro Girl Archetype from the *Angel Corebook* is one of the Cast Members, she could be used as the stand in for the Flaming One instead of an Oden Tal stripper.

The point is that at least one of the Cast Members should be able to symbolize one of the signs of the Infernal Zodiac. The capture of this Cast Member will be the final key that Armadankui needs for her ritual to summon the True Demon Pancetus. Because of this, the Cast Member in question should get captured in order to have everything in place for the big climactic fight. This is a bit of misfortune for the Cast Member, so he should of course be awarded an extra Drama Point for his trouble when the Episode is over.

If none of the Cast Members are actually going to be part of the evil summoning ritual, then the big fight with the Scourge and the discussion with Terkantur occurs after Dave and the Tanithian Sphere are taken. The Director should adjust the number of Scourge soldiers to make sure that they do not simply overwhelm the

remaining Cast Members. It should be a tough fight but not a fatal one, two or three soldiers per Cast Member is probably about right. The other problem is that the Cast Members might get a little over zealous and kill off everybody before Terkantur has a chance to talk. The Director should save Terkantur's Drama Points until the very end to insure that he lives long enough to give away Armadankui's plan.

If the Cast Members do manage to kill Terkantur and any other soldier who could perform the same function, then they are just going to have to cut it close as the only method they have of determining where the ritual is taken place is by observing the swirling mass of sickly dark clouds rotating in the sky above the warehouse. By the time the Cast Members get there, the chanting will be over, the Sceonese Crystal will be glowing, and the good guys will only have a brief moment to stop the ceremony before Pancetus walks the Earth.

ACT THREE: CLIMAX

Fred: The destroyer. I remember the destroyer's coming.

Cordy: Yeah, we got that. Any idea when?

Fred: Uhm, I think - now.

3.19 The Price

RUN-DOWN

The Cast Members arrive at the warehouse as Armadankui and the Scourge are conducting their summoning ritual. The ritual has to be stopped before the True Demon Pancetus can manifest on Earth. Even if they manage to do this, they still have to save the victims (including at least one of their own number), defeat the soldiers of darkness, and beat the powerful demon Armadankui. Once they get all that out of the way, the rest is a piece of cake.

ACTION

Crashing the Party: Just as Terkantur said, the ritual is taken place in an abandoned warehouse. The first thing that the Cast Members will probably notice is a massive stone wheel standing vertically with each of the victims bound by heavy ropes to iron rings that lie all along the circumference of the wheel (the ropes have an Armor Value of 2 and can take 20 points of damage). There are strange occult symbols carved into the stone where each victim is bound, these are the signs of the Infernal Zodiac. Armadankui occupies the top position under the sign for the Queen of Heaven. There are lines carved from each symbol of the Infernal Zodiac to the sign for the Queen of Heaven, which makes Armadankui look like some weird ancient solar deity, especially with her spread wings and the glowing Sceonese Crystal in her hands. The soldiers clearly outnumber the Cast Members, but the good news is that Armadankui is just as bound as the others on the zodiac wheel (it's all part of symbolically surrendering herself so that Pancetus can use her body to manifest). Eleven lines carved in stone pointing to the Sceonese Crystal in Armadankui's claws also makes it look more like a target.

Armadankui

Armadankui is an ancient and powerful demon who appears as a female covered in metallic chitinous armor with large claws and retractable wings. She has a cluster of writhing tentacles where a head would normally be in most beings. She is known as the Bringer of Destruction and the Herald of the Great Beast, High Priestess to the Old Ones. If anyone were to ask Armadankui about her past, she would say that when the True Demons left the world they appointed her as their High Priestess. She was to wait until the stars were right to initiate the return of Earth's first masters, and she has waited quite a long time for this day. Actually she wouldn't really say anything like that because she would be too busy ripping out the entrails of whoever had the presumption to speak to her about such matters and eating the loosened intestines like linguine.

She is a rather tough opponent, so there is always that possibility that she will survive her fight against the Cast Members. If this should happen, then she will swear vengeance against our heroes for ruining years of work. The Cast Members will have acquired an interesting new Adversary. She will still look for another way to summon the Pancetus to this world, but killing the Cast Members in a horribly slow and painful manner will be the new priority in her life. All things considered, it would better for the Cast Members if they just burn through some Drama Points and kill her.



This is probably the best course of action, shoot the crystal before Pancetus can manifest. Like most powerful mystic artifacts, the Sceonese Crystal is surprisingly fragile. Four points of damage will shatter it, easily done with a crossbow bolt or an arrow. Once the crystal is destroyed, than Armadankui will work to free herself while the Scourge starts to attack. She will want to kill the Cast Members for ruining her chances of summoning the Pancetus, but the good guys outnumber her and have more Drama Points. Once Armadankui is killed, the remaining soldiers of darkness will decide that the best thing to do at that point is high tail it out of there and plot the defeat of mankind for another day.

TROUBLESHOOTING

The main thing that the Cast Members want to avoid is having their fellow Cast Members and a bunch of innocent victims (relatively innocent anyway) transformed into a writhing mass of gestating True Demon once Armadankui completes her ritual. If that happens, they will be face to face with a hideous monstrosity that stands fifty feet tall and looks like the bastard child of a crawdad, an alligator, a tyrannosaur, and a sloth (only uglier than that). Because of its great size, the Pancetus has a -6 to its Dodge (already factored into the Quicksheet) while others have a +4 to any attacks against it. If things get bad enough that the Pancetus is manifested, than the Cast Members are going to have to get very clever very quickly. They could ram the True Demon with a ship, invent an oxygen burner bomb to suffocate it, or just nuke the thing from orbit (these options work in books and movies anyway). However the Cast Members chose to

deal with the Pancetus, the important thing to remember is to not get hit by it. It would be better for everybody concerned if it never comes to that, so the Cast Members should make sure that it doesn't get a chance to manifest.

The main thing that will mean the difference between a Glorious Triumph Over The Forces Of Evil and A Horrible Failure Where Everybody Dies is how hard it is to beat the Scourge. If the Cast Members think to break the Sceonese Crystal first, that won't be so much of an issue. If they decide to do things the hard way, then at least one Cast Member will need to make his way through the crowd of demonic soldiers to stop the ritual. This is why Drama Points exist. As long as someone manages to destroy the Sceonese Crystal, the rest should be simple mop up. Well, it will actually be a difficult struggle to not be killed by a dark army and the ancient demon demigoddess who leads it, but this is still preferable to fighting fifty feet of rampaging Old One.

The Cast Members might also decide to free the victims to even up the odds a little more. Anyone who was held by the Scourge for a significant length of time is going to be in pretty bad shape. Boone has a -3 to all physical actions and his Life Points are reduced to 50. Val Trepkos has a -2 penalty to his actions and he only has 65 Life Points at the time of the ritual. Both are covered in scars and bruises and will require some medical attention when the battle is done. The Director may decide that any of the Archetypes not used for the Cast have been held by the Scourge for some time as well, give a -1 modifier to all physical actions and reduce the Life Points by a quarter.

Name: Armadankui
Motivation: Summon the Pancetus
Critter Type: Demon
Attributes: Str 12, Dex 9, Con 10, Int 5, Per 6, Will 5
Ability Scores: Muscle 30, Combat 16, Brains 18
Life Points: 148
Drama Points: 5
Special Abilities: Antisocial Impulses (Cruelty) -3, Attractiveness -4, Flight (3 levels), Immortal, Increased Life Points (5 levels), Iron Mind, Natural Armor AV 5, Natural Weapon (large claws), No Vital Organs, Supernatural Form (definitely not human)

Maneuvers

Name	Score	Damage	Notes
Claws	16	52	Slash/stab
Dodge	16		Defense action
Grapple	18		Resisted by Dodge

Name: Pancetus
Motivation: Mass Destruction
Critter Type: True Demon
Attributes: Str 30, Dex 3, Con 12, Int 6, Per 4, Will 7
Ability Scores: Muscle 66, Combat 14, Brains 16
Life Points: 468
Drama Points: 5
Special Abilities: Attractiveness -6, Increased Size (5 levels), Natural Armor AV 10, Natural Weapon (medium claws and fangs), Natural Weapon (large bashing tail), Supernatural Form (definitely not human)

Maneuvers

Name	Score	Damage	Notes
Bite	14	153	Slash/stab
Claw	14	153	Slash/stab
Dodge	8		Defense action
Grapple	16		Resisted by Dodge
Tail	14	203	Bash

ACT FOUR: RESOLUTION

Angel: You both did great. And - I think we did a - good thing here tonight.

Wesley: Yes. We set the captives free.

Cordy: Well, actually, didn't we set - a bunch of - demons free?

Wesley: Oh. Well. Technically - yes.
 1.16 The Ring

RUN-DOWN

The Cast Members free the victims and probably gain a few new allies, then perform the ritual to free the spirits of the Oracle Twins from the Tanithian Sphere. Unless they really messed things up, in which case they are trying to save the city from a rampaging giant monster.

ACTION

Whew, That Was A Close One: The Cast Members reunite with their kidnapped allies and free the rest of the sacrificial victims. The ones who were held by the Scourge for any length of time (Boone, Trepkos, and any of the Archetypes not used by the Players that the Director decides were imprisoned for awhile as well) are going to need medical attention, or at least a place to stay while they return to health. This means that the Cast Members will have some unusual house guests for a while, which should make for some interesting complications over the next few Episodes.

The other victims will be very grateful for being saved by the Cast Members. Our heroes probably never need to pay for a lap dance from Asha or a meal from Thomas Collins as long as they live. They also have an eager young Daghamate Demon (young for a Daghamate Demon in any case) who will be more than willing to lend a helping hand every once in a while. Even Apollathena will bear no ill will towards the Cast Members, at least she won't until she discovers that they managed to get Autumn sent away to jail or worse.

Sent Away To Jail Or Worse: Remember Autumn, the serial killing mad scientist who hacked up all those people to create the perfect mate? If they haven't done so yet, the Cast Members should really turn her over to the police or at least take care of the problem in whatever supernatural vigilante way they usually take care of things. This means that they have a vindictive hermaphroditic artificial construct gunning for them, but that should be no problem after they defeated an ancient demon demigoddess and the soldiers of darkness.

If You Love Something, Set It Free: The last order of business for the Cast Members is to complete the ritual that frees the Oracle Twins from the Tanithian Sphere and lets them return to the afterworld from whence they were dragged. This earns our heroes some points with the Powers That Be, which will probably result in some subtle miracle helping the Cast Members out of a

jam. For instance, if a vampire champion needs to get into somebody's apartment to prevent that person from killing herself, the Powers That Be will work in some strange and mysterious way to let the vampire in question enter without ever having been invited. That kind of thing.

TROUBLESHOOTING

Something that might go wrong is the Tanithian Sphere being destroyed during the course of the battle with Armadankui and the Scourge. If that should happen before the unbinding ritual can be performed, than the spirits of the Oracle Twins are lost. Dave the Daghamate Demon is considered an outcast from his clan because destiny choose him to protect the spirits of the Oracles and he failed miserably, bringing shame to his entire race. The Powers That Be aren't going to be too thrilled either, which will probably come up in the future if any great Deus ex Machina is needed ("Why should we bring your companion out of her coma when you couldn't even properly return the Oracle Twins to us?").

Autumn Weston and her creation might become a loose end when all is said and done, but that can provide story fodder for another Episode. Directors might prefer this option over letting the Cast Members hand Autumn directly to the police. Let Autumn still be at large, have her reunite with Apollathena, and the two of them return in a later Episode to attack the Cast

Members. Apollathena will feel a little conflicted about helping her creator fight the people who saved her life, but that conflict won't last long because she will side with Autumn every time. That's the way her creator made her.

DRAMA AND EXPERIENCE POINTS

The Players should get the usual three to four Experience Points, with maybe an extra one for saving the world from yet another apocalypse. Going against Armadankui and her army should be worth at least two Drama Points just because of the strength of the competition. Any Cast Member who was captured by the Scourge to be used as a sacrifice should earn an extra Drama Point (the whole Bad Things Happening To Good People thing).



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zurückzuführen. Das ist kein einziger, sondern ein ganzer Prozess, der sich über Jahrzehnte erstreckt. Wenn wir darüber nachdenken, haben wir es mit einer sehr langen Sicht auf die Zukunft zu tun. Ich kann Ihnen nicht sagen, was wir in den nächsten 100 Jahren tun werden, aber ich kann Ihnen erzählen, was wir in den nächsten 10 Jahren tun werden.

Q uoniam tuum est regnum meum
tuus iustus es
tuus tuus
meus tuus



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