

Joah

the Vampire Slayer



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Colophon

Text and idea: Kristoffer Rudkjær and Mads L. Brynnum

Layout: Kristoffer Rudkjær and Mads L. Brynnum

Illustrations: Johanne Sorgenfri Ottosen

Proofreading (Danish): Peter Dalby Larsen

Translation: Mads L. Brynnum, Kristoffer Rudkjær and Mette Rudkjær

Thanks to Anders Frost Bertelsen and Simon Steen Hansen for advice and sparring

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Thanks to game testers: Anders Frost Bertelsen, Christian Mandrup, Ida Niebuhr Moser Hausted, Jesper Heebøll Arbjørn, Kristian Schultz, Lene Frederiksen, Louise Hammerbak, Nynne Søs Rasmussen, Peter Dalby Larsen, Rasmus Nicolaj West, René Toft, Signe Løndahl Hertel, Simon Steen Hansen, Tina Heebøll Arbjørn and Troels Barkholt - Spangsbo.

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Introduction

Joan the Vampire Slayer is a supernatural teenage drama with room for comedy elements - a roleplay homage for the television series *Buffy The Vampire Slayer*.

In a small town in the 50's USA, the slayer Joan and her friends are challenged by evil creatures and of life as teenagers. In this season the main villain is the Allfather, a charming vampire with a long-term plan, which is now entering its final phase.

Theme

The scenario is about life as a teenager and all that comes along with bullying, jealousy, love woes and the pursuit of identity. At the same time, it is about five young people's struggle against true evil and how the constant threat of death and destruction makes ordinary teenage problems extra important.

Setting

In the world of the scenario there is more under the surface than in ours. Vampires, demons and other dark forces live in secret and are a threat to humanity. One young woman - the slayer - is chosen to fight evil and has the power to do it. Our slayer lives in Lakeview, Ohio, a town just big enough to have its own high school, and apparently also a big attraction to evil forces.

Role-playing a TV-series

In *Joan the Vampire Slayer* you play a season of a television serie. Not the production of it, but the story. Here are no actors or scenes to be taken over, but more a sense of a big story and some concrete tools to support this. You play 5 out of 22 episodes, but the rest of the season is also included. Between each episode, you must inquire the players about what happened in the episodes you did not play. It also means that the scenario has a tight plot as it gives players more time to develop their characters and relationships. They do not always have much influence on *what* is happening, but they are the ones to choose how it happens and *how* it affects the characters.

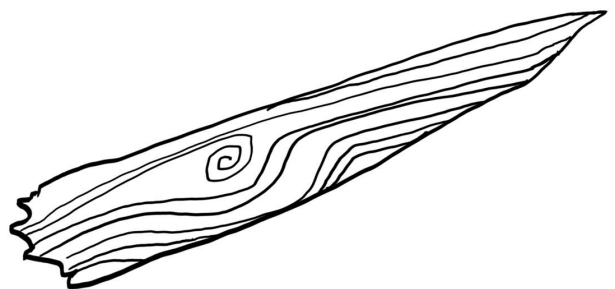
System

In a scenario about a "slayer" there is of course a lot of fight scenes. What's at stake is not whether or not the gang wins but how they do it. When there is action, you all have a common task of telling how the fight goes down. Players have personal combat cards with a central choice for the fight and two inspirational options. As a game master you should help tie things together as smoothly as possible.

The story

The main plot of the scenario is about the Allfather. He is a powerful vampire who, 18 years ago, managed to breed children with human women throughout Lakeview. His plan is to transform his children to daywalkers - mighty vampires who to some degree can withstand the sun. With the day walkers on his side, the Allfather will be able to take control of the city and beyond.

The Allfather is this season's main villain, and the plot around him will become more and more important throughout the scenario, with its culminating in a direct showdown in the final double episode. Along the way, Joan and her friends will face minor villains who they must overcome in that episode. The scenario, however, is first and foremost about the development of the characters and their relationships. And everyone has something at stake.



Characters

The main characters in the story are a group of friends that chases vampires and other evil creatures. The five members are:

- **Joan** - Afraid of conflicts and careful during the day, self-conscious and overconfident in the role as the Slayer.
- **Will** - Joan's popular and over-protective big brother.
- **Marti** - Cool cheerleader who thought she was going to be the Slayer until Joan was chosen instead.
- **Becca** - The group's quirky bookworm, whose adoptive father is a demon.
- **Liam** - Mature and calm. He keeps the morale of the group high. During the scenario it is revealed that Liam is one of the Allfathers children.

How to run the scenario

Joan the Vampire Slayer will take about five hours to play all-inclusive. It is your job to run the story with a firm hand and you should not be afraid to steer the story in the right direction. That way, the players can concentrate on the development and internal conflicts of their characters. You also play the npc of scenario. The most significant one of these is Ms. Merrick, Joan's watcher, who trains and instructs the slayer in her fight against evil.

Buffy and Joan

The scenario about Joan is set in the same universe as the television series *Buffy the Vampire Slayer*. Where Buffy takes place in the 90's and 00's, our story is set in the 50's instead. When the Slayer dies, her powers are passed on to a new slayer. Hence, we imagine Joan as one of the slayers pre-Buffy, but that's not crucial. The important thing is that there is no connection between Buffy and Joan in the form of common npc or the like.

Setting

Joan the Vampire Slayer takes place in the same universe as *Buffy the Vampire Slayer* – also known as The Buffyverse among hard core fans. However, that does not mean that you or the players need to be Buffy experts to play the scenario. We do not use every little detail in the rather comprehensive and not completely consistent setting. All you need to know is written in this section. The players will learn some of it during the game, other parts you will introduce to them in the beginning – the latter you will find in “Appendix B – Starting up” together with Lakeview info and other things to know.

Slayers, vampires and other occult phenomena

Vampires, demons and other **evil creatures** are real, but hide from humans. And people are surprisingly good at finding alternative explaining, when they are confronted with the supernatural.

On the other side of all the dark forces stands the **Slayer**, who is always a young woman. The Slayer is many times stronger, faster and more resilient than a normal human being and can withstand vampires and other demons. Humankind will always have a slayer defending them - when the old slayer dies, her powers are transferred to a new one.

In Buffy the slayer’s powers, are fitted to what the current plot thread needs. This means that although a common vampire rarely is a challenge to the slayer, it *may* well be. If the player finds it appropriate to play a less efficient Joan during the scenario, inspiration can be found on Joan’s combat cards.

The Watchers are a secret organization that supports the slayers. A slayer will always have a watcher who guides or gives orders depending on the watcher’s personal style. They have a lot of occult knowledge and what they can’t remember is usually found in their extensive libraries of ancient writings about all kinds of demons. In the scenario, Joan’s watcher is Ms. Merrick, and she is played by you.

Potentials are young women with potential to become slayers. They are found and trained by watchers, but it is not certain that it is one of them who becomes the new Slayer, when the current slayer dies. Potentials have no supernatural powers. In the scenario, Marti is a potential.

Vampires are a special kind of demons. Vampires are sired (created) by another vampire. First the human is drained of all its blood. Then the vampire forces the human to drink some of the vampires own blood. The human appears to be dead, but some nights later, it will wake up again (possibly in its coffin) as a vampire. The person it once were is now gone and instead there is a demon, which, however, retains the appearance, the memories of its human life and some of its personality. Vampires are always evil. They are fast and strong, and can regenerate most wounds. Vampires grow stronger with age. Vampires resemble ordinary people, but they can “vamp out”, causing their fangs to appear and make their forehead bony and more evil-looking. They are typically stronger when they reveal themselves in that way.

Vampires are basically dead, yet living. They are cold, their heart does not beat and it is only through the blood they steal (human or animal blood) that keeps them “alive” and moving. Vampires can have sex, but no children comes out of it.

Vampires prefer to sleep during the day. They start to burn if they come into contact with direct sunlight, but can be in shadow during the day without getting hurt. Holy water burns like acid. They are not affected by garlic or running water – these are false myths. They die if they are decapitated, or if their heart are impaled by a wooden stake or other similar objects of wood like a broken fence, leg of a chair, a pencil and so on. If decapitated or staked, they become dust - or as Americans would put it, they become “dusted”. Convenient to slayers and other vampire hunters, all the clothes and usually all other belongings also turn into dust, leaving no trace of the vampire. Vampires cannot enter a home unless they are invited in or the owner is dead.

In addition, there are a lot of other different types of **demons**. It is an important point that not all demons are evil. Demons often become smoke, slime or the like when they die.

Magic is real. It can be exercised by vampires, demons and humans. Becca, for instance, has learned to cast a little illusion magic. The most powerful magic usually takes the form of extensive and demanding rituals.

Daywalkers

In our story we introduce a special kind of vampires: Daywalkers. Daywalkers are a special kind of super vampires, stronger than the ordinary vampires, and even able to withstand direct sunlight for shorter periods. Daywalkers are extremely rare and are considered a myth by both vampires and watchers. Creating a daywalker requires quite special conditions. The human who in time is turned into a daywalker, needs to be a child of a human being and a vampire. An impossibility unless you find a loophole such as an ancient ritual.

Lakeview

The scenario takes place in the small town of Lakeview not far from Cleveland, Ohio. It is that kind of city with only one drugstore, one cinema etc. and not much more than that.

Lakeview has:

- Lakeview High School - Go Hellhounds! (That is their football team).
- A small industrial area with large warehouses and factory halls.
- A small hospital with a blood bank.
- A small forest-like area with a lake. This is where you find *Make out point*: the place where teen-agers go to make out on date night.
- A drive in cinema.
- A diner where Joan works.
- Many small shops like the local hardware store owned by Joan and Will's dad.
- A surprisingly large number of cemeteries.

The city has a lot of **vampire and demon activity**, and the watchers do not quite know why. Of course, the general population of the city knows nothing about it, and they are accustomed to an abnormally high death rate and weird incidents. The root cause of the high activity of evil is not part of the scenario.

Lakeview High School is a classical American high school. It has the usual four grades:

- 9th = freshman year
- 10th = sophomore year
- 11th = junior year
- 12th = senior year

Will and Liam are seniors. Joan, Becca and Marti are sophomores.

There is one very peculiar thing about **the current senior class**: When the students started High School, it was soon discovered that an unusual large number of the newcomers (i.e. Will and Liams class) had their birthday in the same week just before summer vacation. This of course activated the school's party committee. So now the week is just called "*the birthday week*" and it ends with a huge party for the entire school.

50's USA

The scenario is set in the late 50's in the United States, but we have no ambition to be historically correct. It's all about striking a particular mood and aesthetics. Think: nuclear families, a new house in the suburbs, traditional gender roles, consumer goods (washing machines, radio, cars), teenage life, rock music, pomade (grease) in the hair, leather jackets, skirts in pastel colors, etc.

Overview of story and themes

The story of *Joan the Vampire Slayer* takes place over a whole season. It starts in early September and lasts until the end of May. The main story about the Allfather is the culmination of the season, but that part of the plot is not introduced to the players before mid-way through the scenario - in episode 17.

The scenario focuses on 5 out of 22 episodes. Here is what happens in the five episodes:

Episode 1 - Forever

The group is back after the summer holiday. They kill a vampire with a strange amulet, and when Becca reads the inscription, she becomes hexed by the late vampire's lover. There must always be two, and now he has decided on Becca. Of course, the group defeats the vampire and ends Becca's enchantment.

Section 7 - Date night

In the seventh episode of the season, Joan and her friends are up against a wendigo. It is a human-like demon who eats its victims, and targets greed and lust. Finally, we briefly meet Ricky the school's bully - who plays an important role later. It is a short episode.

Episode 17 - Daddy's Boy

Episode 17 is about Ricky. He is his father's favorite child, the one chosen to be second in command when the Allfather creates his army of daywalkers. Therefore, the old vampire has told Ricky of his plans. But Ricky cannot wait and makes the transformation to daywalker vampire on his own and confronts Joan. Ricky is strong and it will be a tough fight.

Episode 21 - Like father, like son?

Episode 21 is the first half of the double episode that constitutes the season finale. The group is on to the Allfather, who now wants to make Liam his new second in command. The Allfather tries to tempt Liam and separate him from the rest of the group. As the group confronts the Allfather, he succeeds in getting away.

Episode 22 - The birthday party

This is the big conclusion of the season. The group now knows that the Allfather plans to take over the city by turning all his children into daywalkers through a bloody ritual during this year's big birthday party, but obviously Joan and her friends will have to stop him.

The birthday kids

The Allfather has made 41 children with local women. Now the children are old enough to be seniors at Lakeview High. They are all ignorant of their genealogy and of their true fathers intention to transform them into daywalkers. However, they will already begin to stand out during the school year up to their nineteenth birthday as their vampire genes are changing them. They are still human beings, but they will become stronger, faster and more robust. At the same time, they will also become more hungry and aggressive. These changes Liam and his half-siblings undergo will appear throughout the episodes as a sign of the Allfather's masterplan.

Young love

The slayer and her friends struggle with more than old vampires and wendigos. All of them tries to tackle a number of issues belonging to a typical teenage life - not least of the more romantic kind. Joan is in love with Liam, who secretly dates Marti. And Liam is not sure which of the two girls he really should be with. Becca is a special girl who is struggling to find herself a boyfriend. Will on the other hand, does not lack girls to date, but he quickly loses interest in them. The two have an attraction towards each other, but will they act on it?

Central character themes

Each character has a number of key themes at stake in the scenario:

- Can **Joan** manage to reconcile her two personalities and will she end up with Liam, the boy she is in love with?
- Can **Will** cast away his role as overprotective big brother and will he end up with Becca, even though she does not match his image as the school's most popular guy?
- Can **Marti** overcome her jealousy towards Joan. and can she hold on to her - at least in the beginning - secret boyfriend, Liam?
- Can **Becca** convince the others to stop seeing all supernatural beings evil monsters or live with the fact that she might not be able to? And can she find a sweet guy, e.g. someone like Will?
- How will **Liam** handle the fact that the group is fighting his father, how will he respond to his new supernatural powers and will he be able to choose between Joan and Marti?



Role-playing a TV-series

Joan the Vampire Slayer must feel like a season of a television serie. The players are not actors and you should not imagine there's a camera they can look into. The fact that it is a television serie is more about the feeling, the extent of the narrative and the way it is told.

You should be aware of the following:

1. You play five episodes, and you must tell the players that you are playing episodes. But you should also address what happens in the rest of the season by making "Previously on *Joan the Vampire Slayer*" between the selected episodes. Here, you tell the players that time has past and ask them questions about what has happened in the meantime. We have enclosed some questions to be asked in the scene catalogue, but you are more than welcome to ask other questions that matches the exact conflicts of your team of players. Ask each question to a specific player, but allow the others to pitch in.
2. Play on dramatic irony. It is great if players know things that their characters do not. For example, everyone should figure out early what's going on between Marti and Liam, so they can use it actively to make scenes more interesting, awkward or fun.
3. *Joan the Vampire Slayer* is a teen drama, but it's also a comedy. Do not be afraid to be funny and laugh at each other jokes. But do not forget that the core is drama and great emotions - even when it's fun.
4. On television you can use the camera, sound and light to emphasize the characters feelings and thoughts. You can not do that when you are roleplaying. So instead, players are more than welcome to say out loud what their roles are feeling.
5. Although the characters are not aware that they are in a TV show, you may want to use cinematic tricks. Cross-cut between scenes and say, for example, that you are fading to black, the camera is zooming out etc. There are also several short scenes in the scenario where characters are not included, but where you just describe what the camera shows. So even if the camera is not in the fiction, you can use the tools a camera would provide.
6. Remember that series are all about the *characters*. If you feel that characters are not evolving, push the players a bit. You can do this by using the questions in Previously, the npc, how you set the scenes, etc. They do not have to evolve, but in that case it must be an active choice *not* to do that.
7. We use a trick that is taken directly from Buffy. Each episode starts with a cold opening (a short teaser) in the form of a short scene. When it's over, you'll "cut" to the Buffy theme, which can be found on iTunes, *Nerf Herder: Theme (From 'Buffy the Vampire Slayer')* or youtube. It's enough to play it from your phone. It gives the feeling that the episode has started.

System

Action scenes is a big part of Buffy on television and of course there is also action in *Joan the Vampire Slayer*. But it is important to us that the actionsequences are places where players have room to make choices and where they can develop their character as well as build on each other's input. The action must therefore also be about the drama and not detached from it. The scenario therefore has a simple system to support both active choices and to help tell what happens during the fight scenes.

The basic rule is, that you as a group describe the fight and that the heroes almost always win at last. Players decide if things succeed or not and they have great freedom to come up with cool moves. But as a game master you have a great deal of control as well. You establish your control by setting up the fight scenes and by building on what the players come up with.

To support players in telling exciting, fun and cool stuff, each player has a pile of cards. Each card contains a choice for the match (for example, if it goes well or bad for the person in the match) and there are two examples of what might happen. The texts are intended as inspiration, and they are just written in second person so a player can not just read them out aloud. But it is perfectly legal to rephrase and use as much of the description as the player wants to.

Print of the card

The cards that you find at the end of the scenario are made for double sided printing, which means that the two cards to the left on the odd sides are linked to the back sides to the right on the straight sides.

You do not need to print, we will bring the cards to Stockholm Scenario Festival.

Here's how you do it

Before game start, arrange the cards by number. #1 must be at the top and #6 at the bottom. There is a set for each character. Before game start, arrange the cards by number. #1 must be at the top and #6 at the bottom. There is a set for each character.

During the briefing, tell the players that the cards contain examples and inspiration they can use when they are narrating what happens during the fights. Make it clear that the exciting thing is not whether or not they win the fight but what actually takes place. E.g. how tough it is to claim victory, how they manage to help each other, what goes wrong, what goes well and so on.

Before a fight begins, ask the players to draw the next card in the pile. For example, it's something you can do just after you've said that a vampire comes out of a crypt in the first episode - or just after Ricky has made his villain monologue in episode 17. Give them time to read before you continue. When the battle itself is taking place, you and the players must create the best possible narrative of what happens. However, where players are not allowed to make decisions on behalf of each other, you do not have the same limitations. So do not be afraid to force them out in situations or to cut out an opportunity, as long as you remember to respect what they are narrating.

Note that the cards do not always provide enough material for a whole fight scene - especially not in episode 17, 21 and 22. If the players run out of cards, they just come up with stuff without inspiration cards. They can for instance proceed on the same track as the card indicates or go from e.g. failure to success.

Overview of cards and fight scenes

Card #1 - The fight against the female vampire in the beginning of the first episode.

Card #2 - The fight against the male vampire (Sebastian) at the end of episode 1.

Card #3 - The fight against the wendigo at the end of episode 7. The first battle against the wendigo is done without a card.

Card #4 - The fight against Ricky at the end of episode 17.

Card #5 - The first fight against the Allfather at the end of episode 21. Here the group does not win completely as the Allfather gets away.

Card #6 - The final showdown against the Allfather in episode 22.

How to run the scenario

There is a lot going on in *Joan the Vampire Slayer*. There must be room for personal development, to fight against demons, for drama, for love and ultimately the conclusion of the scenario - the big showdown against the season's main villain. Therefore, your primary role as a game master is to ensure progress in the story, so you can get all the elements into motion. When you control the plot, the players can concentrate on the development and the internal drama of their character.

The two things you need to do

There are two key things you should do when running the scenario. And before game start, tell your players that you are going to do it.

1. Take your players by the hand. Do not be afraid to "railroad" them through the external story to ensure progress. This is not an investigation scenario where they gradually uncover the plot. It's a drama where the plot spurs the interactions.
2. Cut scenes hard. There are many scenes in the scenario, but the vast majority of them must be relatively short - i.e. about five minutes. And remember, scenes may stop without the conflict being resolved. It just gives dynamics to the next scene.

The three key tools

In *Joan the Vampire Slayer* there are three unique tools that you need to use continuously: Previously, fights and Ms. Merrick.

Previously

"Previously on *Joan the Vampire Slayer*" is a technique to sum up things that happened off screen. Use them to focus and enlarge conflicts. Not by taking decisions on behalf of players, but by allowing them to do it themselves. For example, if there have been tensions between Marti and Liam in episode 7, make sure to ask about it in the Previously round before episode 17. What went wrong between them in episode 12? And did they overcome it later? There are suggestions for questions in the scene catalogue, but feel free to improvise along the way.

Fights

Fights are a little harder to control because the whole point is that the players have influence and are narrating the events themselves. However, you know from the combat cards, what is in focus, and you hold part of the reins by being the one setting up the fights and merging the input from the players. If Will and Joan have a conflict, then give Will the opportunity to protect her. If you would rather push on a conflict between Marti and Liam, then give Liam the opportunity to help Joan instead of Marti and so on. And remember: it is about creating opportunities where your players can choose the outcome.

Ms. Merrick

Ms. Merrick is a tool you can use to influence the fiction without breaking it. She is the watcher of Joan and typically the one to gather the group to research, prepare patrols and the like. Ms. Merrick has been in town for many years, because she has trained Marti when she was discovered as a potential. Ms. Merrick is disappointed that Joan became the Slayer instead of Marti, and she is not a fan of Joan's overconfident style as a slayer. Despite that, she is of course that kind of person that cares about both Joan and the rest of the group. And you can let her respect for Joan grow through the scenario if the slayer's actions give her cause to do so.

You can also use Ms. Merrick to give the players information and to drive the story forward. She can also push to some of the conflicts, especially those between Joan and Marti / Will. But she can also be used to put the spotlight on Becca's conflict. Ms. Merrick can be either very anti demons or be the one who knows the world is not only black and white. It all depends on what the conflict requires. kræver.

Scene catalogue

Warm up

Previously on Joan the Vampire Slayer - Season 1

Before you start the new season, you need to define what happened in Season 1. Hand out the Previously-sheet to each of the players. The rule is that the character who is asked will answer, but the whole group is invited to chip in.

You have an overview here:

Episode 1 - How did **Joan** discover her powers?

(In the gym, one evening in the kitchen, at the diner, accidentally ...)

Episode 1 - When did Ms. Merrick first reveal herself to **Joan**? (At the school, at home, while Joan was hunting ...). How did Joan react?

Episode 2 - How did **Will** find out about Joan's abilities and how did he react? (Car accident, she pushed him in anger, lifted something heavy when she thought he was not looking ...). And how did **Liam** come to chase vampires?

Episode 3 - When did **Marti and Joan** discover that they had become friends?

Episode 6 - In Episode 6, the group chased a demon who sucked the life out of elderly people. The suspicion fell on Becca's father. How did **Becca**, with **Liam's** help, convince the others that her father was not the one they were after?

Episode 10 - Who was the season's main villain? Why did he seem so invincible? (A demon with a knack for magic, an evil werewolf, a sadistic vampire ...)

Episode 11 - What was it that **Marti and Joan** argued so much about to make them angry at each other for two episodes? (A small thing, was it about Marti's envy, Ms. Merrick, Joan recklessness, a boy ...)

Episode 14 - What was it that caused **the rest of the group** to talk about Joan being too reckless? What did they say to each other?

Episode 21 - How did the old slayer actually die according to Ms. Merrick? (Bitten by a vampire, stabbed by a friend, eaten by a demon ...) And how did the group react to that story?

Episode 22 - What were **Liam, Becca, Marti and Will's** major contributions in the final battle?

Episode 22 - How did **Joan** defeat the big bad at the end, when it all looked so hopeless?

EPISODE 1 - FOREVER

Summary

The group is back together after the summer break. They slay a female vampire with a strange amulet, and as Becca reads its inscription, a spell is put on her by Sebastian - the vampire's male partner. There must always be two, and now he has set his sights on Becca. We get to know the group a bit better, we are introduced to people at the high school, and maybe we get a glimpse of what Marti and Liam are doing. And of course it all ends with the group defeating the vampire and freeing Becca from the spell.

Note: Before the first episode begins, give the players the handouts describing what they did during the summer break.

This is an overview of their vacations:

- **Becca** - *You have been in not-Mexico with your father. It was a great trip, where you enjoyed spending time with your father's family and got many new friends.*
- **Marti** - *You were ten days in France with your parents. Especially Paris was beautiful and elegant, but you were glad that the trip did not last long, so you could come home to Liam.*
- **Liam** - *You have just been home all summer, but have had many good moments with Marti. While she was ten days in Europe, you read piles of books.*
- **Joan** - *You and Will have been camping with your parents in the Mohican State Park here in Ohio. It was quite boring.*
- **Will** - *You and Joan have been camping with your parents in the Mohican State Park here in Ohio. It was quite boring.*

Cold open: At The Cemetery

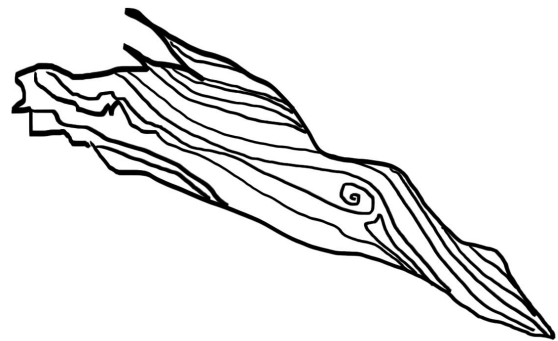
Joan and her friends are patrolling after the summer break. They are at one of Lakeview's many cemeteries, and they talk about what they did during the break. Maybe Marti and Liam's secret is hinted at, then a vampire of course comes out of one of the crypts. It's a graceful woman in posh old-fashioned clothes. She has purple eyes, and around her neck she is carrying an amulet with a purple stone with a ghost-like glow. She is followed by two underling vampires. They are dressed more ordinarily.

Tell the players to draw combat cards and then start the fight.

When the vampires have been defeated, Becca notices the necklace did not turn to dust like their clothes did. The amulet has a short poem written in ancient Sumerian - which she can, of course, read - on the back, and part of it says: "there must always be two." When she says it out loud or just reads it to herself, we immediately zoom out and see her eyes glint purple. And then we cut to the theme song.

Notes

- Use Ner Herder's intro song to Buffy. Fade out after no more than 25 seconds.
- Becca's combat cards tell her to pick up the amulet after the fight, and that it has an inscription on it.
- Use the vampire attack to move along from the talk about the summer. But remember to give your players time. This is their first scene, and they need to get to know each other and their roles.



Scene 1: At The Watcher's

The next day Joan, Becca, Marti are gathered in Ms. Merrick's library. This is where they always meet to research and discuss the previous night's patrol. They ought to be researching, but they maybe just talk a little about the fight and a little about other things. Becca is weirdly fascinated by the amulet, and has maybe even started to wear it.

Allow the girls to talk for a moment and then let Liam and Will enter. Give them some more time and then use Ms. Merrick to move the scene along. She has, it turns out, found a picture of a male vampire in old-fashioned clothes and with purple eyes and a somewhat similar amulet. Was that who she fought, she asks? And when they deny, she just notice how that sounds strange. End the scene with the watcher telling them to stay alert.

Notes

- When Liam enters, you can ask how Marti reacts.
- If Becca doesn't show she's fascinated by the amulet and the poem, you can nudge her in that direction.

Ms. Merrick

Ms. Merrick is Joan's watcher, but Joan is not the slayer she wanted. She had been training Marti for several years and saw great potential in her - a potential she has a hard time seeing in Joan. And she has no qualms about being forthright when it comes to that.

Ms. Merrick is a no-nonsense woman around 45 years of age. She is always impeccably dressed with her hair in a tight bun. But she can also be a bit absent minded and sometimes disappear into nerdiness about demons, just as she can somehow miss obvious clues right in front of her. She is of course capable in different kinds of martial arts so that she can train her slayer, but she is not much of a fighter herself.

Ricky

Ricky is a senior and the biggest bully in school. He is a big blond guy with close cropped hair and a broad nose. He plays football with Will and Liam and secretly idolizes will quite a bit. Ricky is a bully and he tends to prey on the weakest and youngest student, and those who are already vulnerable. Ricky is having a hard time at home - his step father drinks and treats him badly and occasionally hits him. Ricky is also a child of the All Father, but he doesn't know yet. He has a large part to play in episode 17.

Scene 2: First Day Of School

They arrive at high school after the summer break. Make it into a short montage or a series of very short scene in which see that:

- Will is the cool and strong guy who can easily beat the other jocks in a friendly wrestling match. Liam is the kind a guy who gets a nod or a friendly pat on the shoulder.
- Joan is not really noticed by many, and fewer says hi to her.
- Marti is totally popular. But many find it weird that she hangs out with Joan and Becca.
- Ricky is being a jerk towards some freshmen. Maybe he knocks the books out of their hands or gives them some verbal abuse.

End the scene when the others meet Becca and tell them that she is not entirely herself. Again, it's up to the player how it's shown, but maybe she does not answer when the others call or she says even stranger things than she usually does. You must help her as needed.

You can spice up the scene with groups of frightened freshmen who may need some help, or maybe the principal who praises Will while ignoring Joan.

In Between Scene: Will and Liam

This is a good time to establish Will and Liam as someone who talk in the locker room during breaks or after football training. For instance Liam might need a bit of advice from the much more experienced Will when it comes to Marti. Maybe he admits they are dating, or maybe he just asks for advice without telling whom it's about.

Scene 3: Becca Meets The Vampire

And incredibly handsome man in old-fashioned, but beautiful clothes and a familiar looking amulet around his neck comes calling at Becca's and asks if he may enter. She doesn't know him, but he seems very pleasant and somehow familiar. He tells her they will be sharing eternity together, and you can tell Becca that he *gets* her. That she feels they belong together and somehow always have. He introduces himself as Sebastian, and do make him charming in a somewhat creepy way. End the scene with him telling her to find some more fitting clothes, and that they will meet tomorrow night at the cemetery.

Notes

- Establish up front that Becca is home alone.
- Sebastian is obviously the vampire holding the other half of the amulet.
- This scene is more fun if Becca plays along with the fact that she's under a spell. But if that doesn't happen, nudge her in that direction.

Sebastian

Sebastian is a tall, slim vampire with a beautiful almost aristocratic face. He has long, white hair and is very, very handsome. He wears old-fashioned clothes (think late 19th century) and wears an amulet with a purple stone around his neck. The amulet has a counterpart which he used to spellbind women he will later turn into vampires.

Sebastian is stronger, faster, and older than your average vampire, and he always has a bunch of minions close at hand to act as cannon fodder.

Scene 4: Cafeteria Meeting

The group meet up at their regular table. You can allow them to arrive in smaller groups if some of them need to talk a bit.

It's been two days since they killed the female vampire, but nothing happened yesterday when they patrolled. The goal of this scene is both to introduce the cafeteria as a place to meet up, but also to follow up on story threads from the start of the episode. This is also an opportunity for Becca to tell that she has a date tonight. Maybe she wants a few tips, maybe she wants to borrow some clothes from Marti,

or maybe it just means that she won't be patrolling tonight.

End the scene with the other ones arranging to meet at the diner as they always do.

Notes

- Maybe Becca wants to take care of date preparations with just one or two other roles. In that case, set a super fast scene after this one. Or have Becca's player do it.

Scene 5: Resolution

Sebastian wants to meet with Becca at the cemetery. He plans on turning her into a vampire so they can share eternity together.

Meanwhile the others are at the diner making ready for patrolling. The players most likely have everything figured out by now, but it works really well if the roles do not connect the dots until this very moment.

They rush down to the cemetery and see Sebastian who's about to bite Becca. Tell them to draw combat cards and begin the fight.

You can end the scene with the amulet being crushed in a purple flash. And then describe how Joan and the rest exit the cemetery while talking. Maybe they talk about the summer break or something else that's very ordinary. This is not the first time they've been up against a strong enemy, and it won't be the last.

Notes

- Sebastian has a couple of minions in tow.
- Becca's combat cards give her the choice of either helping Sebastian or shaking off the spell.

EPISODES 2-6

Before episode 7 you have to decide what happened in episodes 2-6. Remember that everybody can offer ideas, but allow the player you are asking to decide on the answer. And do adjust or change the questions to match the story you are creating. If, for instance, Joan already knows that Marti and Liam are dating, then the reveal obviously shouldn't be the focus of episode 4.

Previously on Joan the Vampire Slayer

- In episode 3, what stupid thing did you do, **Will**, in order to protect Joan?
- **Marti and Liam**, in episode 4, how did Joan find out you are dating? And how did you react, Joan?
- **Becca**, how have you been reacting to the fact that you had a romantic encounter with a vampire while under the influence of a spell?
- And finally, **Joan**, in episode 6 things almost went very wrong. Maybe your life was in danger, maybe you almost revealed your secret identity, or something else entirely. What happened?

EPISODE 7 - DATE NIGHT

Summary

In the seventh episode of the season, Joan and her friends are up against a wendigo. It is a humanoid demon who eats its victims, and it targets greed and lust. But the episode should also make room for the love triangle between Joan, Liam, and Marti, a potential romance between Becca and Will, and Ricky also needs some spotlight. This is a short episode.

Note: During the game, the birthday kids - including Liam - begin to gain more and more powers, and this begins in episode 7. If Liam doesn't hint at it (it is mentioned in his role), you can interject at description of his increased strength somewhere.

Cold open: The Drive In

We begin in the drive in theatre. It's the last showing before the cold forces the theatre to close for winter, and Marti and Liam are on a date. Joan and the rest are demon hunting. And of course their opponent chooses the drive in as its hunting ground.

However, it's not a vampire, but a wendigo which is both stronger and much more dangerous than your average blood sucker. Describe the demon (see fact box), but don't use the word wendigo just yet.

Play the scene without combat cards, and make it clear that they can't defeat the demon for the time being. They have to hold it at bay until it flees, but make sure that Will gets wounded enough to need a bit of treatment.

End the scene with the wendigo running into the darkness. Tell Joan that she glances at Liam's car and ask her what she says. Then cut to the theme song.

The cold open should introduce the enemy, and it's great if you can make it funny. Use that Joan never really has the upper hand, and continuously has to hunt it close to Liam's car. Maybe she apologizes a lot to the couple? Or maybe she goes out of her way to interrupt them?

The Wendigo

A wendigo is a demon that stands around 2,5 meters tall. It has grayish, pale skin and looks gaunt and hungry with ribs clearly visible beneath the skin. It has long arms ending in sharp claws and its eyes glow yellow in the night. It has long white fangs and is incredibly strong. A wendigo is attracted to lust and greed and is only vulnerable to iron.

Scene 1 - High school

Becca, Joan, Liam, and Will are gathered in the cafeteria. Will has been bandaged and they discuss yesterday's fight. Or maybe they just talk about school stuff like teenagers normally do. Marti is on her way from cheerleader practice. While they talk two things happen:

At first some of the semi-popular girls approach them - Hannah, a cheerleader, is one of them. They address Joan and tell her they need some help planning the christmas party next week (a party we, by the way, never hear about again - but it probably takes place in episode 8). It's just that she knows so very much about ... where Marti is? They are obviously setting her up to be mocked. And just as Joan is about to answer, they notice Marti and go to her. Marti hasn't heard anything.

Note: Just tell the group that Marti briefly talks to the girls before joining the group. She should be in the scene with the rest of them.

Then Ricky shows up. He seems to be his usual caveman-like self, and usually nothing good comes from an encounter with him. But against all odds he's not there to be a jerk. He just wants to tell Will that he's sorry he hasn't done enough for the team and maybe been a bit of an idiot. But now his stepdad is gone, and he can get his life back on track.

Allow them to react and then cut to the next scene.

Notes

- Ricky's real dad is, as mentioned, the Allfather - that is, the main villain of the season. Ricky also has an important part to play in episode 17, so this is just to show that stuff is happening in his life. Smart players can figure out that it is important somehow, but don't allow them to spend time on it right now.
- If they ask about it, Ricky will tell that his stepdad simply disappeared one day, which didn't come as a surprise to him. The stepdad has of course been eaten by vampires, but it is not part of the narrative.

Scene 2 - Research

Back at Ms. Merrick's she has news about their opponent. She says it's a wendigo and that it will

definitely strike again tonight. Marti and Becca have additional knowledge they can share.

Allow the players to discuss where it might strike and then send them on their way. But tell Will that his injury is causing him some pains. Ms. Merrick tells him to head home, and suggests someone goes with him. We hope that Becca volunteers.

Notes

- Before starting the scene, give Marti and Becca their short handouts about the wendigo. (Marti knows it can be killed by iron, Becca that it is attracted to lust and greed).

Scene 3 - The Fight

How the fight plays out depends on what happens between Becca and Will. If she walks him home, give them some room to maybe let something happen. You can cross cut to the others who are searching for the wendigo. They don't find it, but maybe find some clues at the "make out point" near the lake - that is, the plays where teenagers go to smooch in their cars. It has been there, but apparently it has been lured away.

If something happens between Becca and Will - or if something is about to - the wendigo attacks them just as the others reach the house. When it attacks, tell the players to draw combat cards.

If Becca doesn't go with Will or if nothing happens, you'll have to improvise. But if you can make it so that the wendigo attacks in a place where Will can join the fray, do so.

Notes

- In a playtest Liam and Marti tried to attract the wendigo at make out point while a somewhat embarrassed Joan hid under a blanket in the back of the car. The wendigo never showed up, and suddenly they realized that Will and Becca could be potential targets.

Outro

Tell the players to describe how we see them make themselves ready to go to bed in a short montage. Give them room to tell how they feel and think if they want to.

EPISODES 8-16

Tell the players the following:

So far we haven't yet encountered the main villain of this season, but there have been hints of a ancient power threatening. The group know there is a new player in town, and they also know something bit is afoot - something that seems to make vampires flock to the town. But they don't know anything concrete yet, and they've been busy with different monsters and some pretty hefty assassins.

Previously on Joan the Vampire Slayer

- **Becca and Will**, is something happening between you? If yes, do notice it? Do the rest of the group notice?
- **Liam**, after you got hurt in episode 7, how have you been treated by the rest of the group?
- **Everybody**, what did I save Ricky from in episode 12? And why wasn't he grateful for it?
- **Marti and Liam**, what happened between you in episode 15? Did something make you drift apart or maybe even break up? Or was it something that brought you closer together? And where are you now?
- **Joan**, why did you end up defeating the demon assassins from episode 16 by yourself? Were the rest of the group unable to help? Or did you not want them to be part of the fight?
- Optional: **Everybody**, several of you have a feeling that the group isn't as tightly connected as it used to be. What has happened during the winter to make you feel that way?

EPISODE 17 - DADDY'S BOY

Summary

Episode 17 is about Ricky. He is his father's chosen child, he who will be second in command when the Allfather creates his army of daywalkers. For that reason, the ancient vampire has revealed his plans to Ricky. But Ricky can't wait until the grand ritual, so he decides to go through with the transformation right away. He is strong, but of course Joan wins in the end.

It shouldn't be a long episode, but you should make room to present Liam's depressed mom and for the

group to play out some of their internal drama. Ideally it's an episode with a lot of tension, but no sign of relief.

Note: Now the birthday kids, including Liam, are changing for real. Ricky is obviously a step ahead, but the rest of the children become faster, stronger, and tougher. De also become more hungry and easier to annoy. Help Liam's player in showing the transformation he too is going through.

Cold Open

This cold open is a description you tell the players.

It is day. A huge figure in dark clothes and a hood over his head walks towards the door of a small clinic. He flexes his muscles and looks like he's making ready for something. Then he takes a deep breath and knocks the door open. And while knocking a porter aside, he yells: "I'm doing it for you, dad!"

Cut directly from this to the theme song.

Scene 1 - Punch Tasting

For maybe the first time a bunch of jocks are helping with the preparations for the yearly birthday bash. Or rather, they have brought a sample of this year's punch. It's made of fruit juice, but will obviously be spiked with stronger stuff on the day of the party.

Joan, Becca, and Marti are at the regular table during lunch. Around them students are eating way too much of the lunch lady's food - and that on a fish day. The jocks go to the table with their sample. They are insistingly playful. If the girls don't play along, they become a bit pushy and might have to be shown the error of their ways.

The boys enter the scene and join the girls at the table. What they have to talk about depends, among other things, on Joan's answer about episode 16. But it's okay if they don't really talk - let them stew a bit.

The scene ends with Ms. Merrick picking them up. Tell the players she has only done this once before, and at that time a werewolf was on the loose.

Scene 2: The Blood Bank

The clinic from the cold open was a blood bank, and it needs to be investigated. But you don't play the investigation itself. Instead, ask Joan who she brings along and then give the investigators handouts. The group will then meet up back at Ms. Merrick's to tell what they found and compare notes.

This is an overview of what they find:

- *The whole place was smashed. You overheard a doctor telling the police that there was only one man but that he was very strong.*
- *It appeared that there were bags of blood missing. But not that much. It did not appear to be a bunch of vampires who had robbed the place to create a stockpile of blood.*
- *There was a dead man in an ambulance. He seemed to have broken his neck, but there were marks on his throat. They did not look like vampire marks, but more like ... human teeth.*
- *One of the porters told that he had been thrown through the air when a big man suddenly entered the clinic.*
- *No visible slime, scales, fur or anything else to suggest a demon attack.*

They don't have to draw any conclusions, but let them sense that they are onto something. You can end the scene with Ms. Merrick instructing them to patrol extra vigorously tonight.

Notes

- Ricky was of course the one robbing the blood bank. He also tried to be vampire-like by biting a man, but he couldn't make it work.
- Following the robbery, Ricky drank the blood he stole and completed a ritual turning him into a daywalker.

In Between Scenes

Moving forward towards the showdown with Ricky, you should set the following scenes, but the order is not important. You can maybe have some of them running at the same time, cross cutting between them. You should also remember to ask the players if they have a scene or two they want to play (unless you're running very short on time).

In Between Scene: Will And The Children

Some jocks are bad mouthing Joan - maybe with sexual overtones. Will wants to teach them a lesson, but it doesn't go as planned. They are of course some of the "children", and they are suddenly much stronger than Will counted on. Depending on how the scene with the punch ended up, these could be some of the same guys. If it ends in fisticuffs, Will is in a surprising amount of trouble. And if Liam is in on it, he is - on the other hand - surprisingly strong and fast. That would also potentially give him an opportunity to save Joan and in that way, maybe, show he's interested in her. If he is.

In Between Scene: Liam And His Mother

A short scene in which we meet Liam's mother who is not feeling well. He has maybe brought Marti with him home (if they are still dating), but it makes no difference. His mother is tired, apathetic, and obviously quite depressed. And even when she tries to show interest in something, she quickly falls back into depression.

In Between Scene: Becca And ..?

If Becca's player don't suggest it themselves, set a scene between her and someone else for them to talk about whatever is on her mind. Maybe she wants to talk about demons with Liam, about slaying and evil with Joan or Marti ... or maybe about love with Will?

Scene 3: A Showdown

The episode ends at the diner. As always the group meet up after Joan's shift and make ready for patrolling. But this time, the bad guy comes to them.

The door slams open and Ricky enters. They maybe say hi, but then notice he has a crowd of vampires along. He has a plan, you see, and defeating the slayer is the first step.

How you run the scene is very much up to you and depends on how you've played this far. Maybe everyone is not on the diner when Ricky shows up, but has to join the fray later. Or maybe another car full of vampires arrive, if things are going too well for the good guys. But no matter what, these things should happen:

- Ricky grandstands about how he will take no more abuse from them. Yes, Ricky feels that they've been out to get him, even though he's the bully. He and his dad are going to take over Lakeview and this year's birthday bash, and now he'll finish off the slayer for his father's sake. And Ricky will of course also tell them that his father is a cool vampire who's gotten kids with humans and that there are many more like Ricky. He is just the chosen one. Why he tells them? Because he a bit of an idiot, obviously. And because it's what bad guys do.
- Ricky might not fare so well in the fight, but when he vamps out, he gets stronger.
- Joan will win, but she must take a beating. It's okay if this fight *hurts*.

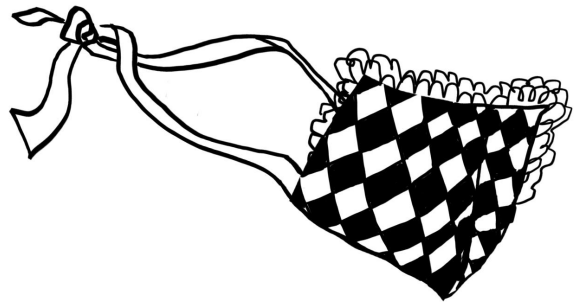
Tell the players to draw combat cards right after Ricky has had his little speech.

Notes

- The scene can start out as a bit light and fun. But the mood should change when Joan sees how strong Ricky's become.
- At a playtest Ricky began his speech by asking Joan if she wasn't the slayer. His plan was to say: "then prepare to be slayed" or something like it, but Joan kept insisting she didn't understand. It made Ricky look like quite the fool and made for a very funny scene. It also led to the tagline "what's wrong with you guys?" which he repeated every time things didn't go as planned.

Outro: Coming Home

End the episode with short descriptions. Joans is maybe cleaning up the mess at the diner, someone is limping home, and so on. And finally Liam gets home to his mom. She is all smiles and says: "Liam, your father has come back home."



EPISODES 18-20

These two episodes are about the upcoming conflict with the Allfather. Joan and her friends are cornered, and there's no doubt the Allfather is going to do something with the birthday kids who keep getting more and more weird.

At home Liam's mom has improved, and he gets a chance to talk to his dad. We can sense there's something mysterious about him, but at the same time he makes Liam's mom happy. And what happens with the rest of the group obviously depends on what has happened earlier.

Previously on Joan the Vampire Slayer

- **Liam**, do you know your father is the Allfather?
- **Marti**, what did some of the birthday kids do in episode 19? And what did you do? They aren't vampires, so you can't just slay them.
- **Becca**, what's difficult about being part of the group lately. Is it maybe more than just one thing?
- **Will**, why did thing go wrong when you met some of the Allfather's henchmen in episode 20?
- **Joan**, how do you feel you're doing?

EPISODE 21 - LIKE FATHER, LIKE SON?

Summary

Episode 21 is the first half of the double header which combine to be the season finale. It's a short episode which should primarily set up the ending. So this is where the plot is revealed and where the players should prepare to make their defining choices.

The episode ends with their first real fight against the Allfather. It's a fight they don't quite win since the Allfather gets away - possibly because of Liam.

About scenes in Episode 21

Episode 21 should move quickly towards the first fight against the Allfather. But you must allow the players some time for their internal drama. If scene 1 isn't enough, ask them to suggest scenes which you then set up. And if it's about love or conflict, give the scene an timer inside the narrative. Maybe the bell rings and classes are about to start, maybe parents are calling for them, or something like that.

Remember the birthday kids' powers (including Liam's) with all the pros and cons entailed. They are now as fully developed as they can be before they are changed into daywalkers. Help Liam's player as you see fit.

Cold Open: A Bus Crash

This cold open is something you describe to the players: A Greyhound bus is driving through the night towards Lakeview. All seats are taken, and most of the passengers are asleep. One snores lightly, one tries to read with a flashlight, and a child with a stuffed animal hugs their mom a bit closer. The driver is tired and rubs his eyes while the long road stretches straight ahead in front of him. But as he looks up again, there's a black shadow on the road. He turns the wheel, and the bus swerves ... and falls on the side. We fade to black, and when we next see the bus, it's morning. It's lying in the ditch with no signs of driver or passengers. All that's left is a lone stuffed animal.

Cut to theme song.

scene 1: Party Preparations

- The group is gathered at school. They have promised to help Marti decorate a room for the big party that ends the birthday week. Tell them that they didn't learn anything about the crashed bus, that the Allfather is nowhere around, and that they pretty much don't have anything. And then have them paint banners, blow up balloons, and all that.
- The scene is meant for a chance for the group to vent. They probably have different views on how important decorating is right now, when serious stuff is going on. Give them a few moments to start something, but then ask them how they think and feel.
- Possible conflicts can be:
- Does Liam want to help Marti? And can he control his impulses?
- Does Joan find decorating important? Maybe she does, and in that case someone from the party committee might show up and wonder what she's doing there.
- Is something going on between Will and Becca?
- Is this one of those times when Becca says something you wouldn't normally say out loud?

You can also have a couple of the birthday kids disturb them. It might turn into violence - in that case have a couple of bystanders present so that Joan can't just fight and blow her cover.

Scene 2: Liam And His Dad

Liam's mother is feeling much better now that his dad is back home. Liam and his father are also getting to know each other. The father tells about all the plans he has for their family, and how happy he is to have a son like Liam. He had, he admits, another child he wasn't so lucky with. Let everybody around the table sense what the conversation is really about, but maybe Liam doesn't sense that something is wrong. Or maybe he does. Maybe it's just more important to him to have a family again.

The Allfather

The Allfather is an ancient and powerful vampire with big plans. He is charming and trustworthy when he wants to be, but he is also ruthless and willing to sacrifice any and everything to succeed.

The Allfather has a kind face and calm eyes, but they can quickly turn cold and threatening. He likes to wear a bit old-fashioned suits which are at the same time out of fashion and forever modern. He has thick, dark hair and you can easily see Liam's features in him if you know what to look for.

Play the Allfather as a calm villain who knows that the plan will work in the end. If he's talking to Liam, he will try to win him over, but he'll turn to spite and belittling in a heartbeat if it doesn't work.

Scene 3: The Snitch

Joan and the others are patrolling. Maybe it's just because they want to do something, now that they sense dark things are afoot. But the thing is, after several months of more than the usual paranormal activity, it is as if the town has gone quiet. But suddenly a lone, low-life vampire shows up for them to beat. But he tells them to stop and offer important information if they will just let him go.

The vampire, Billy Bob, tells that he plans on skitting town. Things are going to go very wrong, he says. Especially if you are the independent type who doesn't want anyone else in charge. And there is more, he says. He knows where the guy who wants to take over the town is tonight. And if the players push him a bit, he maybe also knows what happened to the passengers on the bus.

Billy Bob knows that the Allfather and his henchmen are presently in a old factory building keeping all the passengers prisoner.

What they do with Billy Bob afterwards is up to the players. But he is a demon after all, so they will most likely kill him. If they do, you will have to gauge the players to know whether it should be handled as comedy or tragedy. And remember that Becca is maybe concerned about what happens to Billy Bob.

Billy Bob The Vampire

Billy bob is a pretty weak vampire and a bit of a loser. He is nervous, whiny, and talks to fast or maybe even stutter a bit. He does not in any ways seem more that at the most a bit evil. But at the same time he is a vampire, and he has no doubt killed people to get blood. But he promises on his own grave that he will only feed on animals if they will just let him go.

Scene 4: The Allfather

The Allfather is in a factory building where he and his henchmen have been draining the blood from the bus passengers. The blood will be used for the ritual in episode 22, and Joan and her friends are too late to save them.

How they get to the place and whether they have a plan or not is up to the players. But make it clear to them, that they don't have much time. It is well and good if they want to come up with a plan, but don't allow them to spend too much time going into details.

Tell them to draw combat cards as they enter the building.

As soon as they enter, Liam recognizes his dad. Ask him what he's thinking and maybe how he reacts. You can maybe allow the Allfather to grandstand a bit - that is: boast about how when it's time for the big party, they are all going to be history. And then the fight begins.

It is a big open space with a gallery all the way 'round. It has two sets of stairs going up to it, and it is most likely here the Allfather will be supervising everything. His henchmen - several vampires who shall remain nameless - are loading boxes on a truck. They drive off before Joan or anyone else can stop them. The boxes are full of blood from the bus passengers who have been disposed of, but you don't have to reveal this just yet.

The combat cards will to some extent dictate what's going to happen during the fight. The most important thing is that the Allfather is really strong, and that Liam will have the opportunity to - on purpose or not - be the reason he gets away. Whether it's on purpose or not and whether or not the other characters notice, you'll have to leave to Liam's player. But the scene - and thus the episode - could very well end with Liam being expelled from the group.

Notes

- If they consider following the truck leaving, tell them it won't be possible.
- If they consider burning down the building or something like that rather than going into an actual confrontation, let them be discovered.
- When you feel the fight should end and if Liam has had his opportunity to maybe help his dad, don't be afraid to end the scene.
- This episode has no resolution. Instead, end it on how they react to the Allfather getting away and on how Liam is maybe the cause of that. Then say: to be continued.

EPISODE 22 - THE BIRTHDAY PARTY

Summary

This is the grand finale of the season. The Allfather has plans of taking over the town by turning all of his children into daywalkers by completing a bloody ritual during this year's big birthday bash. Joan and her friends obviously have to stop that from happening.

But other loose ends need to be tied up. How does Liam feel about his dad being their enemy? What does Becca choose? Does Joan evolve as a slayer? And how will romance fare in the group?

You must give them time to tie up these loose ends during this episode, but it's also important to maintain the pacing. So keep the scenes short in order to give them a sense of time moving fast as the party approaches.

There is no Previously on Joan the Vampire Slayer between episodes 21 and 22.

Cold Open

This cold open is once again something you describe to the players. The cold open should continue in the mood from the end of episode 21. If Liam is not part of the group anymore, the cold open could very well be the rest of them in Ms. Merrick's library, but with an empty chair. No one says anything until Joan finally speaks up saying: "well, I guess we have to stop ... Liam's dad?"

As an alternative you can just tell them they are gathered in the library, that the birthday party is the next day, and that they know the Allfather has some sort of plan. Then, maybe, give them a few minutes to talk about how little they know.

Then cut to the theme song.

Scene 1: The Research Montage

If they haven't summed up during the cold open, use Ms. Merrick to do it. She says: We know he wants to do something at the party, but we don't know what, don't know when, and we don't know how to stop him. We have until tomorrow to find out and formulate some sort of plan.

Then give each player a handout and ask them to think of a description of how they get the information on the handout. Then make a short montage where you cross cut between the players describing how they beat up vampires, read books, interrogate the party committee, etc. Stop them if they start sharing information - the montage is only about how they find things, not what they find. They will have time to talk about that in scene 3.

This is an overview of what they find out:

- *Becca - The ritual begins when the sun goes down at 20:48. Then the children of the Allfather will begin to gain even more power and come into the control of the Allfather. He must say a short spell and he will probably have some form of protection under the ritual. In addition to the words, the ritual requires one other thing, and it does not work without it.*
- *Will - The children may not drink the blood by themselves, so the Allfather will need to get them to drink it. You do not know how. Perhaps they have mixed it up with soda, which they sell at the party. Maybe he can force them or maybe something else entirely.*
- *Joan - The ritual requires the children to drink blood. That was what they drove away from the factory hall. Bottles of blood. And the Allfather has many vampires with him - so many.*
- *Marti - The whole class is coming to the party - also all the birthday kids. The Allfather has made sure he has the big opening speech at 20:40. If he succeeds in turning them into vampires, there are plenty of victims at the party.*
- *Liam - The Allfather can control the children a bit as soon as the ritual starts. Not much, but enough for it to create problems. But even though he is strong, he is just a vampire. And the usual tricks work on him as well.*

Scene 2: Liam And His Dad

You'll only need this scene if Liam isn't part of the group anymore, because he chose to help his dad. Give him some time face to face with his father, who will promise him a whole lot of things. Some of it they might have discussed earlier, but he will go into much more detail now that he can refer to Liam's newfound powers.

There are multiple ways to end the scene. Maybe the player "rebels" and leaves, or maybe the Allfather asks Liam to return to spy on the slayer. He doesn't have to tell, however, whether or not he is actually going to do it. But no matter how he returns to the group, give him a handout containing information.

Scene 3: Making Plans

It is the next morning. They are all gathered after the montage. If Liam has been gone, let him enter now. Maybe they trust him, maybe they don't, maybe they are not aligned about it. But no matter what, don't spend time on the players discussing whether or not they can trust him. Let them be swayed by Liam, or - if needed - use Ms. Merrick to cut through and demand that they share their information. If Joan or Marti are having doubts about Liam, Ms. Merrick can take them aside and ask them to trust him.

Apart from that you should let the players share their knowledge and create a plan. It doesn't matter what plan they come up with, but it should be a cool one. In playtests the players have for instance chosen to pour holy water in the punch bowl to keep the blood from working, putting holy water in the sprinkler system, and to exchange the punch with something without blood. But maybe they will come up with something totally different. However, if their plan is very difficult to roleplay or if they can't come up with anything, use Ms. Merrick to validate or ask questions. For instance they must at some point discuss the fact that the birthday kids do have a bit of magical powers, but aren't actually demons yet. And remember, stop them if they go into too many details.

In Between Scenes

They have a few hours before the party and thus before the final showdown. This is where the players need to resolve some of their conflict or storylines. It's up to you to set their defining scenes. These could for instance be:

- Some of them are dressing up in their finest together while talking.
- They meet up in front of the school and say some final words.
- They are in Liam's car, possibly for the last time.
- One of them maybe pulls another one aside to tell them something important before the big fight.

Let them spend time and dwell on the fact that everything can be over in a few hours.

Scene 4: The Showdown With The Allfather

The Allfather has arranged for him to deliver a speech during the party. At some point during that speech he will recite a short magical incantation which will transform his children into daywalkers. All it takes is that they have consumed blood.

But even before the completion of the incantation, he will have some control over the children. They are wilder and stronger than usually, and even though he can't control them completely, he can encourage them to fight on his behalf.

You should resolve the fight by setting small scenes within the scenes that will slowly bring them closer to the Allfather. Use their plan from scene 3 for scaffolding, but you can also use the following ideas for inspiration:

- If the Allfather can control his children, can he also control Liam? (You should leave this to Liam's player to decide.)
- Some jocks (non-birthday kids) have been spiking the punch with booze. How will they react if someone tries to tamper with it?
- The Allfather obviously has a lot of vampire henchmen in tow for them to dust.
- If the players don't do it themselves with the help of their combat cards, create situations in which a player's love interest is in jeopardy. Or maybe a situation in which they have to choose between who to help.
- You can have Ms. Merrick help. The fight is important enough for her to be part of it. It's up to you if you want her to be a comic relief or play a more serious part. Both options can work.
- There is nothing wrong with having a character die during the final fight. But it is not a goal in and of itself.

At some point it should be about Joan versus the Allfather. We can't predict how it will happen, though. Maybe Joan and the rest of the group end up winning because the fight in unison with Joan as the leader. Maybe Liam sacrifices himself to win, or maybe he tries only to have Joan sacrifice herself

instead. Or maybe Liam chooses to support his dad - possibly because he's affected by the ritual - and become a potential big bad in the next season. The most important thing is that the final victory over the Allfather should be the culmination to Joan's story arch or possibly Liam's.

Resolution: The Sad Remains

At the very end they sit in the trashed room with their party clothes torn to shreds. The party committee is maybe trying to clean up or salvage what's left, or maybe people are being carried out into ambulances while Ms. Merrick tries to explain to the principal about biker gangs or some such. But let the group have a bit of breathing space to digest the fight. Don't spend a lot of time on it, and remember the tone should reflect what has happened. Maybe they need time for some banter about whether or not they will ever get a normal life. Or maybe Joan or Liam has a voice over explaining their choice. Or it could be something else entirely. Try and sense whether your players need levity and humour or loads of feelings.

Appendix A - Preview

Joan the Vampire Slayer is a game about 17 years old Joan. During the day she's an ordinary high school student in the 50's Midwest, but at night she fights vampires and other demons with her friends. The players take the roles of Joan and her friends, and together they are up against the main villain of the season. But it's one thing to fight evil, and something else entirely to navigate through life as a teenager with all the drama it entails.

The game is obviously an homage to the tv-series *Buffy The Vampire Slayer*, and like the original the story spans an entire season. We follow Joan and her friends in selected episodes from the season opener to the final showdown against the big bad.

Facts

Estimated playing time: 5 hours

Number of players: Five players, one game master.

Keywords: Supernatural, teen drama, comedy, Buffyverse, tv-series.

Player type: You are more interested in your character's arc than in influencing the plot. And it's quite okay if you aren't afraid of trying to do some snappy dialogue. This is not a game about investigation, and knowledge of *Buffy* and the Buffyverse is not required.

Game master type: You have to keep the plot on a tight leash in order to make room for teenage drama and character development. You'll also be playing the part of Joan's watcher ms. Merrick.

About the writers:

Kristoffer and Mads are both huge fans of *Buffy*, but they disagree fiercely about whom the one and only is for the slayer. They have written for *Fastaval* before, but never about as important subject matters as teen hearts and vampires.

Language: Scenario text in Danish. Player materials in Danish and English.

Age: 13+

Appendix B - Game start

About the game

- An RPG homage to the TV series Buffy the Vampire Slayer.
- Supernatural teen drama with room for comedy.
- A season of a TV show, but we play the story, not the making of.
- Tight and controlled plot. You will not be investigation and inventing plot, but you will react and develop your characters.
- No detective work.
- We are playing season 2 of Joan the Vampire Slayer.
- We play five select episodes out of 22. Between each episode, you tell what happened in the ones we do not play.
- Likewise we start the game by coming up with a summary of the first season.
- The playing time is around five hours all included. There are many rather short scenes, and we will cut hard - also to reinforce the feeling of playing a show.
- **Vampires** are a certain breed of demons. They are created when a vampire drinks all the blood in a human and then forces them to drink the vampire's blood. When a human turns into a vampire, a demon takes over the body. Memories and part of personality remains, but they are still demons. Vampires ...
 - Are fast and strong.
 - Look like ordinary people, but can "vamp" out. It makes their fangs appear and turns their forehead lumpy and "evil".
 - Can be killed by beheading, wood through the heart, fire, and direct sunlight. They can be in shadows even when the sun is up.
 - Turn to dust when they die.
 - Cannot enter a home without being invited in.
- Most **demons** are evil, but some are not.
- **Magic** is real.

Setting I - Our world, but with vampires and more

- We are in the **1950'ies**, but still in 'The Buffyverse'.
- Vampires, demons and other **evil beings exist**.
- **The Slayer** is a young woman with supernatural strength. She is chosen to fight evil.
- When a slayer dies, a new one is **chosen**.
- **The Watchers** is a secret organization supporting the slayers. All slayers have a watcher who controls or guides. Ms. Merrick is Joan's watcher.
- **Potentials** are young women who potentially could be chosen to be the Slayer. Some of them are found and trained by watchers. They have no special powers.

Setting II - Lakeview, a small town in the Midwestern US

- **Lakeview has:**
 - Lakeview High School - Go Hellhounds! (That is their football team).
 - A small industrial area with large warehouses and factory halls.
 - A small hospital with a blood bank.
 - A small wooded area with a lake. This is where you find Make out point: the place where teenagers drive to make out on date night.
 - A drive in cinema.
 - A diner where Joan works.
 - Many small shops like the local hardware store owned by Joan and Will's dad.
 - A surprisingly large number of cemeteries.
- **Lakeview High School** is a classical American high school. It has the usual four grades:
 - 9th = freshman year (comparative to 9th grade in Denmark).
 - 10th = sophomore year (1.g).
 - 11th = junior year (2.g).
 - 12th = senior year (3.g).
- Amongst **the current seniors**, 41 students have birthdays in the same week of the year. They celebrate it with a huge birthday bash at the end of the school year.
- We are in the **1950'ies in Ohio**. However, we are not concerned with being historically or geographically correct. It is primarily about the feeling.

The Roles - a short introduction

- Joan's small **group of friends** all know about her secret and the evil creatures of the night. The group is made up by:
 - Joan - Cautious and avoids conflict by day, confident and reckless as the Slayer.
 - Will - Joan's popular and over-protective big brother.
 - Marti - Cool cheerleader who thought she was going to be the Slayer until Joan was chosen.
 - Becca - The group's quirky bookworm, whose adoptive father is a demon.
 - Liam - Calm and mature. He keeps the morale of the group high, but has a tendency towards melancholy himself. Liam has the only car in the group.
- Joan, Becca and Marti are all 16 years old. Liam and Will are both 18.
- They all knew of each other from school, but they were not **established** as friends until about a year ago.
 - Marti more or less came with the Slayer package. When Joan met Ms. Merrick, she started to train with Marti, and they became friends.
 - Will somehow found out about Joan's powers (we will establish exactly how in a moment), and with Will came Liam.
 - Becca joined the group when they were chasing a demon who sucked the life out of old people. They suspected Becca's dad who turned out to be innocent. During the case they became friends with Becca, and she has been in the group ever since.
- The game also has a **supporting cast** whom you will meet as we go along. You do have to know about **Ms. Merrick** from the beginning though. She is Joan's watcher. She hoped Marti would be the chosen one, and is not always that pleased with how things turned out.

Appendix C - Handouts

Handouts - summer holiday (episode 1)

Becca

You have been in not-Mexico with your father. It was a great trip, where you enjoyed spending time with your father's family and got many new friends.

Marti

You were ten days in France with your parents. Especially Paris was beautiful and elegant, but you were glad that the trip did not last long, so you could come home to Liam.

Liam

You have just been home all summer, but have had many good moments with Marti. While she was ten days in Europe, you read piles of books.

Joan

You and Will have been camping with your parents in the Mohican State Park here in Ohio. It was quite boring.

Will

You and Joan have been camping with your parents in the Mohican State Park here in Ohio. It was quite boring.

Handouts - the wendigo (episode 7)

Becca

Wendigos are bestial demons, especially attracted to lust and greed.

Marti

Wendigos are very dangerous and almost invulnerable. There is, however, one thing that can kill them: Iron.

Handouts - blood bank (episode 17)

The whole place was smashed. You overheard a doctor telling the police that there was only one man but that he was very strong.

It appeared that there were bags of blood missing. But not that much. It did not appear to be a bunch of vampires who had robbed the place to create a stockpile of blood.

There was a dead man in an ambulance. He seemed to have broken his neck, but there were marks on his throat. They did not look like vampire marks, but more like ... human teeth.

One of the porters told that he had been thrown through the air when a big man suddenly entered the clinic.

No visible slime, scales, fur or anything else to suggest a demon attack.

Handouts - montage (episode 22)

Becca

The ritual begins when the sun goes down at 20:48. Then the children of the Allfather will begin to gain even more power and come into the control of the Allfather. He must say a short spell and he will probably have some form of protection under the ritual. In addition to the words, the ritual requires one other thing, and it does not work without it.

Will

The children may not drink the blood by themselves, so the Allfather will need to get them to drink it. You do not know how. Perhaps they have mixed it up with soda, which they sell at the party. Maybe he can force them or maybe something else entirely.

Joan

The ritual requires the children to drink blood. That was what they drove away from the factory hall. Bottles of blood. And the Allfather has many vampires with him - so many.

Marti

The whole class is coming to the party - also all the birthday kids. The Allfather has made sure he has the big opening speech at 20:40. If he succeeds in turning them into vampires, there are plenty of victims at the party.

Liam

The Allfather can control the children a bit as soon as the ritual starts. Not much, but enough for it to create problems. But even though he is strong, he is just a vampire. And the usual tricks work on him as well.

Previously on Joan the Vampire Slayer

What happened in season 1?

Episode 1 - How did **Joan** discover her powers?

(In the gym, one evening in the kitchen, at the diner, accidentally ...)

Episode 1 - When did Ms. Merrick first reveal herself to **Joan**? (At the school, at home, while Joan was hunting ...). How did Joan react?

Episode 2 - How did **Will** find out about Joan's abilities and how did he react? (Car accident, she pushed him in anger, lifted something heavy when she thought he was not looking ...). And how did **Liam** come to chase vampires?

Episode 3 - When did **Marti and Joan** discover that they had become friends?

Episode 6 - In Episode 6, the group chased a demon who sucked the life out of elderly people. The suspicion fell on Becca's father. How did **Becca**, with **Liam's** help, convince the others that her father was not the one they were after?

Episode 10 - Who was the season's main villain? Why did he seem so invincible? (A demon with a knack for magic, an evil werewolf, a sadistic vampire ...)

Episode 11 - What was it that **Marti and Joan** argued so much about to make them angry at each other for two episodes? (A small thing, was it about Marti's envy, Ms. Merrick, Joan recklessness, a boy ...)

Episode 14 - What was it that caused **the rest of the group** to talk about Joan being too reckless? What did they say to each other?

Episode 21 - How did the old slayer actually die according to Ms. Merrick? (Bitten by a vampire, stabbed by a friend, eaten by a demon ...) And how did the group react to that story?

Episode 22 - What were **Liam, Becca, Marti and Will's** major contributions in the final battle?

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Joan Greenwalt



"Joan stop. Stop Joan!" Marti grabbed her arm. "It's dead."
Joan looked at the lizard-like demon that she had pushed up against the wall. Marti was right. She released her grip and the demon's body slid down to the floor. Joan took a step back and looked down at her clothes. There was blood on her sweater, and her hands were soaked in a green slime. She discovered that all the others was looking at her. Will took a step forward.

"Joan, you can't just rush ahead without us."

She ignored the concern in his voice.

"Why not?" She said, nodding towards the dead demon. "It went fine."

Most people think that Joan is an ordinary, somewhat quiet 16-year-old high school student. And she is, but she is also much more. She is the Slayer. She is the Chosen One, who protects her city from the forces of darkness with her supernatural powers. Joan's life is divided into two parts and she is struggling to make them fit together.

The group

Will - Joan's popular and over-protective big brother.

Marti - Cool cheerleader who thought she was going to be the Slayer until Joan was chosen. The group's tactician.

Becca - The group's quirky bookworm, whose adoptive father is a demon.

Liam - Mature and calm. He keeps the morale of the group high.

The Joan belonging to the day is the old Joan. She lives with her parents who own the local hardware store. She does her schoolwork, take care of her job at the diner, and does not quite know what she really wants to do with her life. This is not the case with her year and a half older brother, Will, who has more free rein. Apparently, boys do not need to do chores at home. Will instead plays football and is good at it. So good that the parents dream big dreams on his behalf. Joan more dreams about that he would sometimes wash his own clothes or peel a bucket of potatoes. Joan likes her big brother; he is actually a sweet guy. But he is also overprotective of her and does not see how much easier he has it.

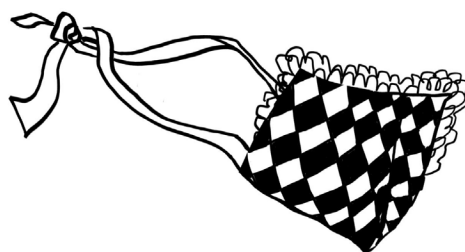
Joan is on the threshold of an adult life, but still feels that everyone sees her as a child. She wishes that she could just once tell off her parents, Will, and even her friends. She just has not worked up the courage to do so yet. Nor when it comes to Liam, Will's best friend, whom she has had a crush on for... like forever! If only she dared to take his hand, look him deep in the eyes and give him a kiss. That is what she yearns for.

The Joan belonging to the night is completely different. Without any warning, they were just there one day - the powers. Suddenly she was faster, stronger and more robust than she thought possible. Joan did not know where the powers came from, but she quickly needed them when she had to defend herself against the first vampire. The next day she met her watcher, a kind of teacher and guide for her kind. It was Ms. Merrick, who explained everything to her. Everything about the slayers.

It turned out that it was not the plan that Joan should be the Slayer. Ms. Merrick had lived in town for some years and already trained one girl with the potential to become the next slayer. Joan knew Marti already. Everyone at the school knew the well-dressed and strong-willed cheerleader captain. They were even at the same year in school but this time it was Joan who got what Marti wanted. Joan sensed that both Marti and Ms. Merrick were disappointed but at the same time it was nice to have one to share just a little of the responsibility with. And soon, Joan and Marti developed a close friendship over numerous evenings used in cemeteries while talking about vampires, demons, school and boys.

It is now a year ago since Joan got her powers. The task is enormous, because evil apparently is drawn towards Lakeview. But Joan gets help in the fight by her friends. Together they have defeated vampires, demons and even a werewolf. It has been hard and it has been scary, but Joan does not fear the creatures of darkness anymore. They are the ones who should fear her.

Joan has become accustomed to the role of the Slayer, but she has not found peace. There is a restlessness and an aggression in her, which takes over more and more. Ms. Merrick says she is too wild, too uncontrolled and too reckless, and Joan knows that she talks about it with Marti and Will behind her back. And yes, sometimes she throws herself into a fight because that's what's needed of her. What she needs. The others do not know how it is to be the Slayer - what it takes. And she always end up winning anyhow, so why shouldn't she just let go and do what she wants? Especially after a long day when she just does not feel like being Joan. When she hunts and fights, all her concerns about boys, school and parents disappear for a short while.



Keywords

A nice girl, dutiful, self-effacingly, struggling to get things said, amazing powers, competent, confident, reckless, restless and aggressive.

Relations

Will is Joan's popular and overprotective big brother. Joan loves her big brother and she is glad that he supports her in her fight against vampires and other evil. But she is also tired of him getting so much more free reins from their parents. And why should he always worry so much? She is the Slayer; she should be the one to look after him.

Marti is a purposeful and confident young woman with whom Joan quickly has become best friends. Joan knows that Marti is disappointed of not becoming the Slayer, but Marti has handled it well and helps Joan both in combat and especially with planning. However, they do not always agree, because Marti is sometimes a little too cautious to Joan's liking. Just not, when it comes to school life and especially with boys - here Joan would have liked to be more like Marti.

Becca is different from everyone else. She just does not see the world in the same way as others, and that is something Joan loves about her. However, even though Joan has fully accepted Becca and relies on her both in combat and at school, she finds it difficult to reconcile with Becca's dad. Because he is a demon - and is the Slayer not supposed to kill his kind?

Liam plays football like Will, but they are quite different. Where Will is all jokes and big smiles, Liam is more calm, thoughtful and empathetic. Sometimes though, there is also something sad and melancholy about Liam, which Joan is drawn to. Joan has been in to Liam for several years, but has not dared to act due to the fear of being rejected.

Questions

- Will she ever be able to not live up to other people's expectations of her?
- Will there come a time where Joan cannot control her aggression?
- Will her recklessness endanger her and her friends?
- Will she ever tell Liam how she feels about him?

Will Greenwalt



Will stood leaning against his school locker and chatted with the cheerleader Hannah as he felt a hand on his arm. He turned and caught sight of Becca, who smiled broadly. "Hi Will, are you ready?" Will understood nothing. "Eh ... I'm not quite sure." Did they have an appointment? He couldn't remember it, but he had to admit that it wouldn't be the first time he had forgotten an appointment with a girl. Becca rolled her eyes and said "Your history assignment. We were supposed to go over it."

Hannah broke in; "Aren't you a sophomore? How can you help him with his assignments?"

"By being smart." Becca answered straight-faced and pulled Will along by his arm. Becca found a free classroom and pushed him inside. "Just take off your jacket and your shirt," she said assertively.

"Ehm, Becca, what ehm...?"

She saw his slightly blushing cheeks and laughed. "Don't worry; I'm not up to anything. But I need to put ointment on your wounds from yesterday. I looked the lizard demons up, and their claws are poisonous." Ah, so that's was what it was all about. Actually, the wound had been hurting all morning. He took off his shirt. Becca stopped and stared at his upper body. "Becca...?" She came to herself "Oh, sorry. We were tending to your wounds."

The group

Joan - Cautious and avoids conflict at day, confident and reckless in the role of the Slayer.

Marti - Cool cheerleader who thought she was going to be the Slayer until Joan was chosen. The group's tactician.

Becca - The group's quirky bookworm, whose adoptive father is a demon.

Liam - Mature and calm. He keeps the morale of the group high.

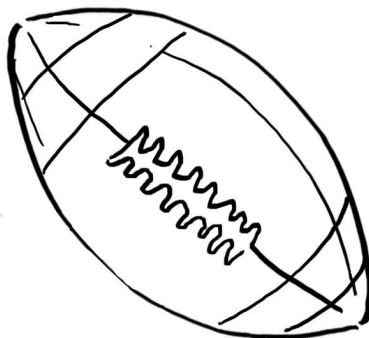
Will is a popular and athletic 18-year-old high school student. He is senior and the leader of the defense at the school's football team, Lakeview Hellhounds, and everyone knows who he is. However, he does not think about his popularity, because everything has always just come easy to Will. And if something is difficult, he can usually manage with a wide smile and a snappy remark. However, last year, Will's life changed, when his little sister Joan suddenly got mysterious powers as the new slayer. Joan has drawn Will into a world where vampires and demons are real. Will was already overprotective, and now he is often sleepless for fear of what may happen to his little sister, who night after night faces all too real evil.

Will and Joan's parents spend most of their time in the father's hardware store, so in reality, it is Joan who keeps house. Will has had more free reins, but he is also a boy and has to concentrate on football and school. However, his parents have always expected him to look after his sister, so Will has always had her back in school and followed Joan home from her job at the diner after dark. It is not an annoying chore to do, as he loves his sister more than anything else.

However, everything has changed after Joan gained her powers. Now she is much faster, stronger and more robust than he is. It has been difficult for him to accept that she now does not need him in that way. Her personality has also changed. By day, she is the same Joan - a cautious girl who avoids conflict. But when she is in the role of the Slayer, he can hardly recognize his sister. When they hunt the forces of evil, she is brave. In fact, she is overconfident and so sure in her own abilities. She runs ahead of the others, attacks without a plan and does not pay enough attention when Marti or Becca informs her about an opponent's typical strengths or weaknesses. It is as if she forgets she has a team supporting her.

Will has always had it easy when it comes to girls and has already had some brief relationships. He quickly loses interest though. Liam says it is because Will chooses girls by their hotness and not their personality. Liam, of course, also reads poems and that kind of stuff. However, he might have a point. Take Marti and Becca for instance. Marti is hot, well dressed and a cheerleader - resembling many of the girls, Will usually dates. But he knows that the two of them are no match. Becca, on the other hand. She loves to read ancient books, is oddly direct and her father is a benevolent demon. Yet ... Will thinks more and more about her.

Will's sister has been the Slayer for almost a year now and he has begun to think about how it will all end up. Their small group seeks danger and it has been a close call a couple of times. It is Joan he is worried about the most. Marti once told him how a slayer is created: the powers move on to a new one once the old slayer dies. Nobody knows why, but the watchers suspect that there is some sort of balance. That there will always be a slayer to protect mankind. Will cannot help but wonder if a slayer ever gets to grow old. The thought that his sister might die soon is almost unbearable to Will. But what can he do? Even if Joan wanted, she could not even stop being the Slayer. And there is so much to protect against - protect her from. Will hates the demons and vampires hiding among people, threatening the world and endangering his sister. Will has struggled for the past year to accept it all but still has not come any closer to. One thing is for sure: Will's life is not as simple and easy as it once was.



Key words

Athletic, popular, always ready with a snappy remark, loves his sister, overprotective, has a crush on Becca.

Relations

Joan is Will's one and a half year younger sister. Joan has always been dutiful and cautious, but in the role as the Slayer, she has shown a completely new self-confidence. Will thinks that Joan is too reckless and he is worried about her. So far, however, he has not been able to convince her to act more carefully.

Becca is a weird girl - always a little bit off. Which Will finds hard to resist. Will thinks he is about to have the hots for the strangest girl in school, but he fears how people will react at school if they were to become an item.

Marti is a determined and confident young woman who has been training for years as a potential. She is good at battle, and has great tactical skills that would be worth more if Joan would be better at listening to her. Like Will, Marti is very popular at school and even the captain of the cheerleaders, and Will respects her a great deal.

Liam is Will's best friend, although they are very different. Where Will is smile and charm, Liam is more thoughtful and calm. He is good at reading others and is the one who makes sure everyone is well in the group. Although Liam is hiding it well, he has a melancholic side. Will hopes that Liam will soon find a nice girl who can make him as happy as Liam himself does everyone else.

Questions

- How will Will react if the group is threatened by external as well as internal threats?
- Does Will have more feelings for Becca than just a crush?
- Will he finally learn to accept that his little sister is now the Slayer?

Marti Solonon



"Next!" Marti sighed as yet another girl stepped onto the mattress. So far, the cheerleader tryouts had been one disaster after the other. The new girl was a visibly nervous freshman with dark hair. Marti found her name on her clipboard and then exchanged a knowing glance with her friend Hannah. "Okay, begin when ready."

Five sad freshman cartwheels later, Hannah leaned in and whispered; "This is hopeless. Are you sure, you can't get Joan to try out? Yes, she is boring, but we have gym classes together and she's really good."

Marti felt the familiar knot in her stomach. "It's no use. I've tried. She doesn't want to."

It was a lie. But Joan shouldn't be allowed to take this from her. Not cheerleading too.

The group

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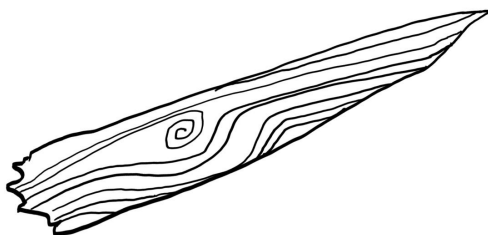
Marti is a popular 16 year-old girl. She has wealthy parents, does well in school, and have close friends. And she just started dating a boy she's really into. However, Marti still feels a bit cheated by life. For years, she trained to become the slayer. She was ready both physically and mentally when the old slayer died last year. But Marti didn't inherit the powers. Instead, Joan was chosen - a somewhat quiet girl from school who knew nothing about slayers, vampires, or demons. It was almost unbearable.

Marti was 12 years old when her parents got her a cleaning job at Ms. Merrick's who had just moved in further down the road. However, Marti was not going to clean as her parents believed. It turned out Ms. Merrick was a watcher who would train her to maybe one day become the Slayer. And although the concept of an ongoing struggle between good and evil was hard to fathom, Marti was easily convinced that she potentially had a large role to play. She was eager to learn fighting techniques, tactics, and demonology. Ms. Merrick was a hard teacher, but it did not matter. Because Marti knew, she was special. That she could one day become the Slayer.

Instead, she became the slayer's assistant. It was disappointing and a bitter pill to swallow, but it was obvious that Joan could use Marti's knowledge and training. Soon they bonded during countless nights spend loitering in cemeteries talking about vampires, demons, school, and boys.

However, helping Joan is not always easy. In school, Joan is usually cautious and avoids conflict, but she is much more confident as the Slayer. Over-confident, actually, and she will gladly jump into a dangerous situation without a plan. And she doesn't really spend much time studying what it means to be a slayer. Ms. Merrick is not satisfied with Joan, and it is clear to Marti that the watcher would rather have had her as the Slayer. On the other hand, Marti gets why Joan does not have time for books about demons or detailed plans. She has school, many chores at home, and a job at the diner she has to take care of. In spite of that, she is very effective in battle and somehow manages to often do the right thing - even without having read the books. But Marti doubts whether their luck can continue. It happens a little too often that the group is in danger because of Joan's aggressive way of doing things.

A while ago Marti started looking closer at Liam. Besides being good looking, he is calm and collected in a way she does not see other boys his age being. Liam is just Liam, and that is enormously attractive to Marti who has just lost her footing. She had the feeling that there was something between Joan and Liam, but nothing ever happened. So, a night out by the lake, she took matters into her own hands and kissed Liam when they were alone. They ended up spending most of the summer together while the group was apart because of the holidays. And everything has been perfect up until she suggested they should tell the rest of the group. Liam did not like the idea - he feared it would put them off balance somehow. Hence, they continue to hide their relationship. But Marti has second thoughts. She really likes Liam; he is sweet, good looking and smart, and she is pretty sure she wants to sleep with him. Soon. But is there something between him and Joan? It would be unbearable if Joan took Liam away from her as well.



Key words

Confident, ambitious, smart, well trained, envious of Joan, in love with Liam.

Relations

Joan is a somewhat cautious girl whom Marti had not really noticed in school. Marti only really got to know her after Joan became the slayer, and in that role Joan takes initiative and shows impressive skills in combat. Marti likes Joan, but her envy gnaws at her and makes it hard always to be a good friend.

No one else is like **Becca**. She might be a bit too forward, and she does not really get all the unwritten rules and traditions everyone else knows about. Becca and Marti have fun 'geeking' out about demons and spells. And Becca can make Marti laugh till her stomach hurts when she tells about all her quirky missteps with unsuspecting people at school.

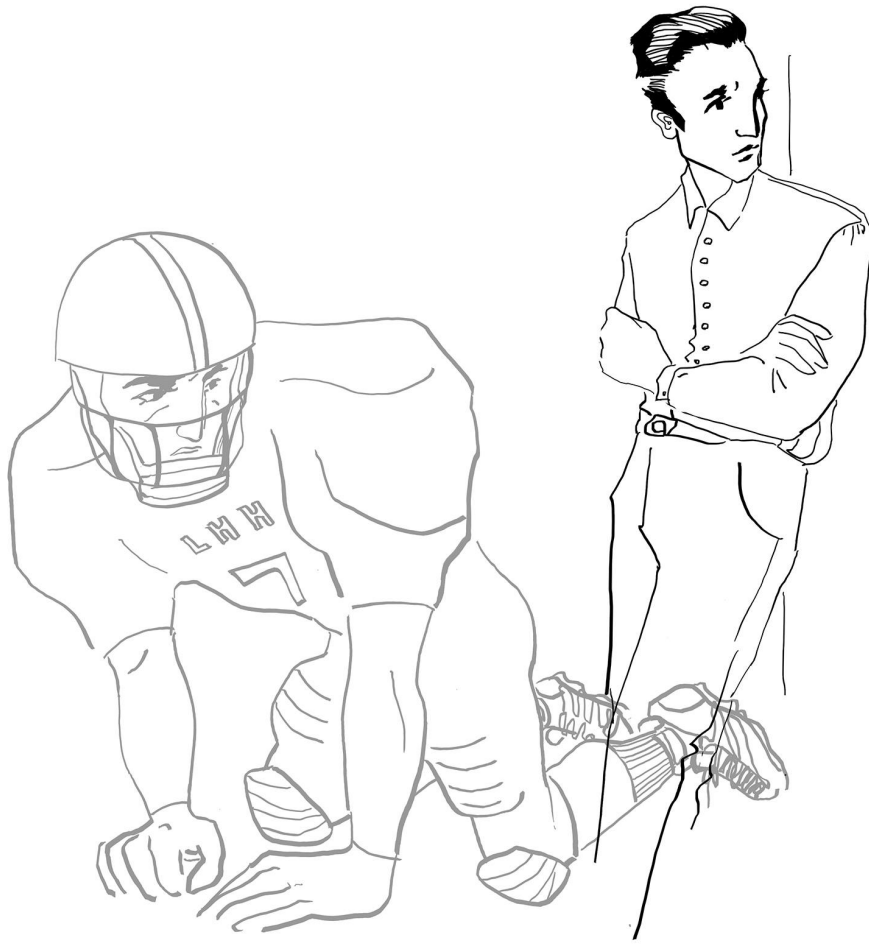
Will is probably the most popular boy in school. He is the leader of the defense in the football team, has a handsome smile, and is always ready with a snappy remark. He can be a bit of a 'player' though not within the group. Marti and Will can talk about most things, and she knows he is worried about the danger his little sister puts herself in.

Liam also plays football, but he is nothing like his best friend Will. Liam is more calm and mature. He keeps the group connected and somehow makes sure that everyone is doing okay. Marti is in love with Liam. She has had a fantastic summer with him, but she cannot shake the fear that he would rather be with Joan.

Questions

- Will Marti's envy drive her to uncharacteristically rash actions?
- For how long will Marti wait for Liam to be ready to make their relationship official?
- Will her relationship with Liam last?
- Can Marti let go of her bitterness and accept the role as a support for the slayer?

Liam Esperson



Liam was on his way to physics when he saw Becca. She sat on the stairs and looked like someone who was about to skip a lesson - something she did not usually do.

"Hey, are you ok?" He said, sitting down next to her.

She dried her cheek with her sweater and smiled at him.

"Hi, Liam. Yes, I'm just sitting and thinking a bit."

He rummaged in his bag and found a book. "Okay, but it was fortunate that I found you. I just finished this." He said and handed her the book The Metamorphosis by Franz Kafka. "It's about a man who turns into an insect. It's absurd, dark and funny."

She took the book and sniffed it. "Then it's just the thing for me." She smiled, but then became serious. "You know I was on that date where I talked a bit too much about my interest in old occult writings and scared the guy away?" She said sadly. Liam nodded.

Becca continued: "Some of the senior girls bullied me about it. They called me freak and weirdo in the restroom". He put his arm around her.

"Becca. You are a weirdo. The best weirdo I know." She laughed and gave him a hug. "Thank you Liam, I needed to hear that."

The group

Joan - Cautious and avoids conflict at day, confident and reckless in the role of the Slayer.

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Marti - Cool cheerleader who thought she was going to be the Slayer until Joan was chosen. The group's tactician.

Becca - The group's quirky bookworm, whose adoptive father is a demon.

Liam is an 18-year-old high school student who is more mature than his peers are. He has grown up alone with his unstable mother who still dreams about his father. They were only together for a short while, and he left before Liam was born. So Liam learned from an early age to manage on his own and to navigate in his mother's mood swings. Liam plays football at the school's football team, Lakeview Hellhounds, along with his best friend, the popular Will. Liam is no great talent though. Also at school, he does ok but is no brighter than the rest. Liam's strength is his well-developed empathy. He is good at seeing what others feel and what their strengths are. He is however, in doubt about his own abilities. Liam has a gloomy and melancholy side to him that threatens to surround him all the time. When that happens, he is getting discouraged and is isolating himself from others. The gloomy side is suppressed when he and his friends fights evil, when they laugh together, or when he charges the batteries with a good book. But it always comes back.

While Will has dated many girls, Liam has never really had a girlfriend. For years, he has had a thing for Joan, but nothing ever happened. Liam has always felt that she was a bit into him, but every time he tried to show his interest in her, she has pulled away. Maybe because she is not interested in him at all. Or maybe she could feel that he did not give it 100%.

In the early summer, something unexpected happened. They had all been by the lake, and then he and Marti had stayed a bit longer than the others had. It ended with a kiss. Since then, they have been unable to keep their hands off each other and have been together for most of the summer holiday. Liam thinks that they may not be that far from sleeping together. And he is fascinated by her. She is cool and strong-willed. He desires her. He may in fact be in love with her. They have not told anything to the others yet. Marti wants to, but Liam holds back. He hears himself saying that he does not know what it will do to the group. A small voice, however, tells him that it is really about Joan. That it might always have been about Joan.

Even though he had to get used to it, Liam thinks it is exciting to help Joan solve mysteries and fight against vampires and demons. The most important thing, however, is to be with the others, because the group is the family Liam never had. Together with them, he is at ease - but not completely. He is worried about how the others will react to his and Marti's secret relationship. He knows that issues of the heart can cause many challenges. And he is especially worried about Joan's reaction. What if she gets angry or sad? Or worse yet: What if she does not care?

Dear player

In this scenario you will play Liam. In the beginning of the story, he is a completely normal young man. Things does not stay that way though, as there is something about Liam's absent father. What it is exactly and how it all fits together, you will learn during the game. However, you must know the following: From the beginning of episode 7 and onwards, Liam gradually gets stronger, faster and more robust. At first without a cost, but over time, he will become more hungry, irritable and aggressive. The GM will make sure to give small hints to your fellow players, but you should also try to illustrate the change in Liam, when opportunity arises. Start slow and add on to it along the way.

Key words

Mature, empathetic, support to the others, complex love life, has a melancholy and gloomy side.

Relations

Liam has always known **Joan**. Initially, she was just Will's little sister, but later he became more and more interested in her, because behind her cautious and dutiful being, he has always seen a pretty cool girl. Now, Joan is the Slayer, and Liam sees more of the cool side of Joan when she throws herself into battle with the evil forces and dominates them. Even though he is with Marti, he cannot help but thinking about how it would be to be with Joan.

Becca is Becca. There is no other like her. Liam loves her positive spirit, and then they have their interest in books in common. Becca is very important in the group as she can read all the old texts and is smart thinker. Lately, Liam has noticed a change in how Will and Becca are looking at and talking about each other. Perhaps the nerd Becca is the right one for his friend instead of all those short flings with popular girls, who are all alike?

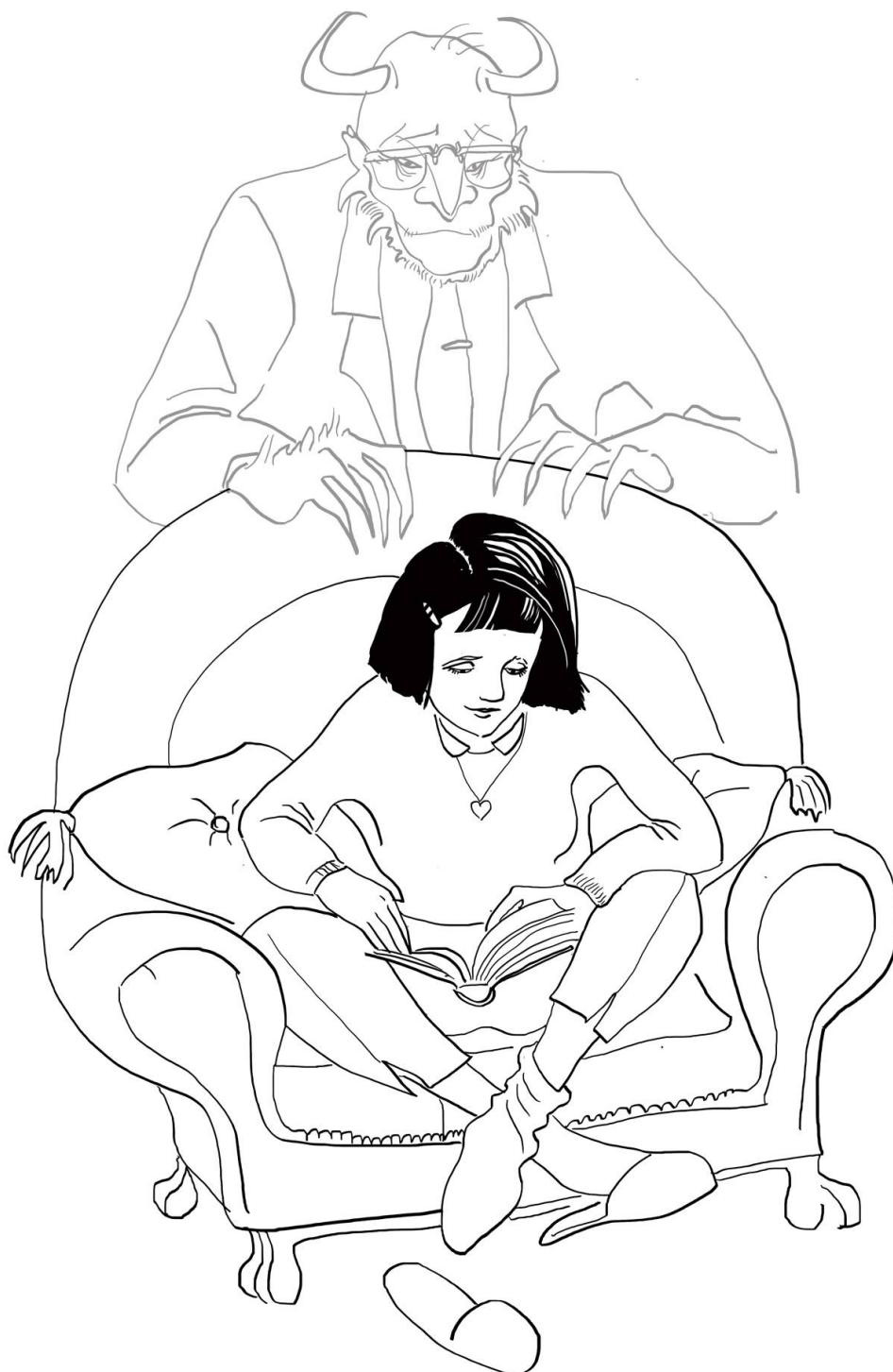
Will is simply Liam's best friend, and has always been so. They both play on the football team and are usually together. They are very different, but Liam knows that Will is more than just the popular boy at school. Will is a decent and loyal guy who will go to the end of the world for his little sister, whom he loves above all else. Liam probably has to tell Will about his summer secret soon.

Liam's relationship with the ambitious and sharp cheerleader **Marti** is a bit complex. She is cool, clever and beautiful, and he really enjoys being with her. However, as soon as they are apart, he becomes more uncertain. For what does he really want with her? Is he actually interested in being with her or does he just go with the flow? And does she not deserve someone who knows he wants to be with her? Liam does not know.

Questions

- What does it take for Liam to want to tell the rest of the group about him and Marti?
- Liam feels that what they do makes a difference. But how much does it take before hopelessness and melancholy overwhelms him?
- How will Liam react if Joan begins to show an interest in him?
- How will Liam handle getting powers all of a sudden?

Becca Fury



Becca found Will in the hallway. He was leaning against his locker chatting to the cheerleader Hannah with the beautiful brown hair. Becca ignored Hannah and put her hand on Will's arm.

"Hi Will, are you ready?" Will didn't understand her.

"Eh ... I'm not quite sure."

Hannah didn't look happy. Becca rolled her eyes and said:

"Your history assignment. We were supposed to go over it.

"Hannah interrupted; "Aren't you a sophomore? How can you help him with his assignments?"

"By being smart." Becca answered straight-faced and pulled Will along by his arm. She found an empty classroom and pushed him inside.

"Just take off your jacket and your shirt," she said assertively.

"Ehm, Becca, what ehm...?" She saw his slightly blushing cheeks and laughed. "Don't worry; I'm not up to anything. But I need to put ointment on your wounds from yesterday. I looked the lizard demons up, and their claws are poisonous."

Will took off his shirt. Becca stopped and stared at his upper body.

"Becca...?" She came to herself. "Oh, sorry. We were tending to your wounds."

The group

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Becca is a slightly geeky and cheerful 16 year-old girl who loves books. She is a true optimist with a sharp mind and plenty of appetite for life. However, Becca is also a bit quirky. Not because she lives alone with her adoptive father, but because he is an immortal demon. And because she hunts vampires and other evil creatures with her friends at night.

Before Becca was born, her parents dabbled with magic. They were careless and ended up owing too much to the wrong kind of people. They saw no other option than to make a deal with a demon who could erase their debts. The Kumaa demon Zol's price was as unbearable as it was stereotypical: he wanted their first-born. And so it went. Becca was born precisely as healthy and wonderful as all children are to their parents, and her mother cried for days when the demon collected its fee. However, contrary to her parents' expectations, Zol did not sacrifice Becca in some ancient blood ritual. He wanted something else entirely: he just wanted a family. So Becca moved into a newly painted pink room. And when she cried, she found comfort in strong arms and a smiling horned face.

Becca's adoptive father is a travelling salesman, and he is somewhat restless, so the two of them have always moved around. They have only been living in Lakeview for the past two years, and to begin with, she was very lonely and felt like she would never fit in. Becca scarcely knew Joan from biology classes in high school, and it would take something a bit more dramatic before Becca was made part of the circle of friends. Joan and the others were investigating a case of a demon sucking the life out of old people. They suspected Becca's father (who, of course, was innocent), and along the way they discovered each other's secrets and Becca became part of the group. Becca had finally found some friends who did not require her to pretend to be someone else.

Her friends are not always enough for Becca though. She cannot help but feeling different and off somehow. She has a hard time understanding both her teachers and the other students at school. They react negatively towards her direct way of speaking, and everything has to be wrapped up in politeness - especially if it is something about bodies, love and attraction. They care a great deal about small stuff like not interrupting, even if you have something much more interesting to say, not talking back to authorities, and so on. And people rarely get her jokes. It is all very frustrating. Especially because Becca would really like to have a boyfriend to make out with but even that goes wrong. Even though she is a human being like all the others in school, she sometimes feel like a demon in their midst.

Becca's father is a master of magic illusions. That is how he can live among humans. So when Becca started slaying with her new friends, he taught her a few spells. Now Becca can make a copy of herself to confuse her opponent, and she knows how to do a few other minor illusions. Becca thinks it is extremely cool that she can do these things.

Becca's lonely life has been replaced with good friends and exciting adventures, but she has qualms about their nighttime fights. Yes, Joan and the rest were convinced of her father's innocent and inherent goodness, but they continue to hunt all vampires and demons in town as if nothing had happened. Becca cannot help but wonder if all their opponents actually deserve to be killed. She knows that for instance, vampires are dangerous, but can they be sure none of them is not evil? And when it comes to demons, she knows for a fact that some of them are like humans who can be both good and evil. During summer her dad took her to his homeland - a place Becca refers to as not-Mexico because it is exotic and hot and not at all like Mexico. Here she met his family and friends, and they were just so nice and not at all dangerous. Therefore, it is not just her dad but also all Kumaas who are okay. And if that's the case, the same can be true about other kinds of demons.



Becca has not told any of this to anyone yet, but she thinks about it a lot. How would they react if she challenged them at the right time? Would they listen or just roll over her? She can feel that this gets more and more important to her. But is it important enough for her to leave the group if they will not listen? Now she has finally got friends, and she do not know if she can live without brave Joan, cool Marti, and calm and caring Liam. And what about handsome Will who smells so nice, can she live without him? She has not even had the chance to really feel his chest yet.

Key words

Optimist, easily excited, straightforward, a bit mischievous, quirky, can read ancient languages, and do a bit of magic with illusions, in the market for a boyfriend, not quite certain about her ideals.

Relations

Joan is a young woman who is not easy to figure out. Becca often perceive her as a little cautious and always avoiding conflicts, but all of that disappears when she is in the role of the Slayer. Becca admires her courage, but wants her to also stop and listen before she throws herself into battle. Before Becca met Joan and the others, she was alone and she is immensely grateful for finally having friends like Joan who understands her.

Marti is the captain of the cheerleaders. She is sharp, well dressed and in a completely different social league than Becca. However, she has also trained as a potential for years, and she and Becca have a common passion for ‘nerding’ demons, old curses and everything evil and fascinating. Becca knows that Marti is disappointed not to be the Slayer, and that is why she is impressed with Marti’s great loyalty to Joan and the group.

Liam lives alone with his fragile mother and is best friends with Will with whom he plays football. Liam, however, is calmer and more grounded than Will. Becca often speaks about books with him and if she is having a hard time, he always knows what to say to her. In fact, Liam has probably been there for everyone in the group when they needed it the most.

Will is Joan’s popular big brother. Always smiling, always ready with a snappy remark and always charming. That is why Becca loves to beat him off course with an ambiguous remark. Becca is actually a little surprised about how well she and Will are getting along.

Questions

- Does Becca dare to challenge her friends on their views on vampires and demons?
- Will Becca succeed in finding a nice boyfriend?
- Can Becca still be part of the group if they continue down the same path?

**Are you in complete control?
Or has summer made you soft?**

Example 1:

You are toying with your opponent. You are in complete control, and if you are ever hit, it's only to give her a fighting chance. But nobody stands a chance against you - something you hammer home again and again. Or rather, stake home.

Example 2:

You are not ready at all. Softice, sun, and not enough slaying has made you soft. A fierce kick sends you into a tombstone, and you feel your left arm go numb from the pain. But even with a useless arm, you are still the slayer. And now you're pissed.

Possible punning when slaying the vampire:

It says *rest* in peace, not run around and suck blood in peace.

You were old and dusty anyways. Dusty, get it?

Joan 1

**Do you finish the job yourself?
Or do you allow others to help?**

Example 1:

You don't wait. You simply rush into him and you fall through the door to a crypt. He is old and he has obviously survived many battles. But you are the slayer and you have a pointy stick.

Example 2:

He feints and tries to lure you closer, but you don't fall for it. Instead you signal the others to surround him so you can finish him together.

Possible slaying puns:

No, I wouldn't come to your wedding.

You were too dead for her anyways.

You know what girls like besides creepy pendants? That you're not a pile of dust.

Joan 2

**Do you doubt yourself?
Or does anger give you strength?**

Example 1:

The wendigo catches you off balance. It's always a step ahead. And you've lost your weapon at some point, so you have to think out of the box. You just have a hard time thinking clearly these days.

Example 2:

The wendigo is strong - much stronger than a vampire. But you are angry. Angry with Marti. Angry with Liam. Angry at the diner and at the world in general. And every punch lands with not just your slayer strength behind it, but with the weight of all of your anger.

If you want to quip, think of something!

Joan 3

**Is Ricky your equal?
Or are you outmatched?**

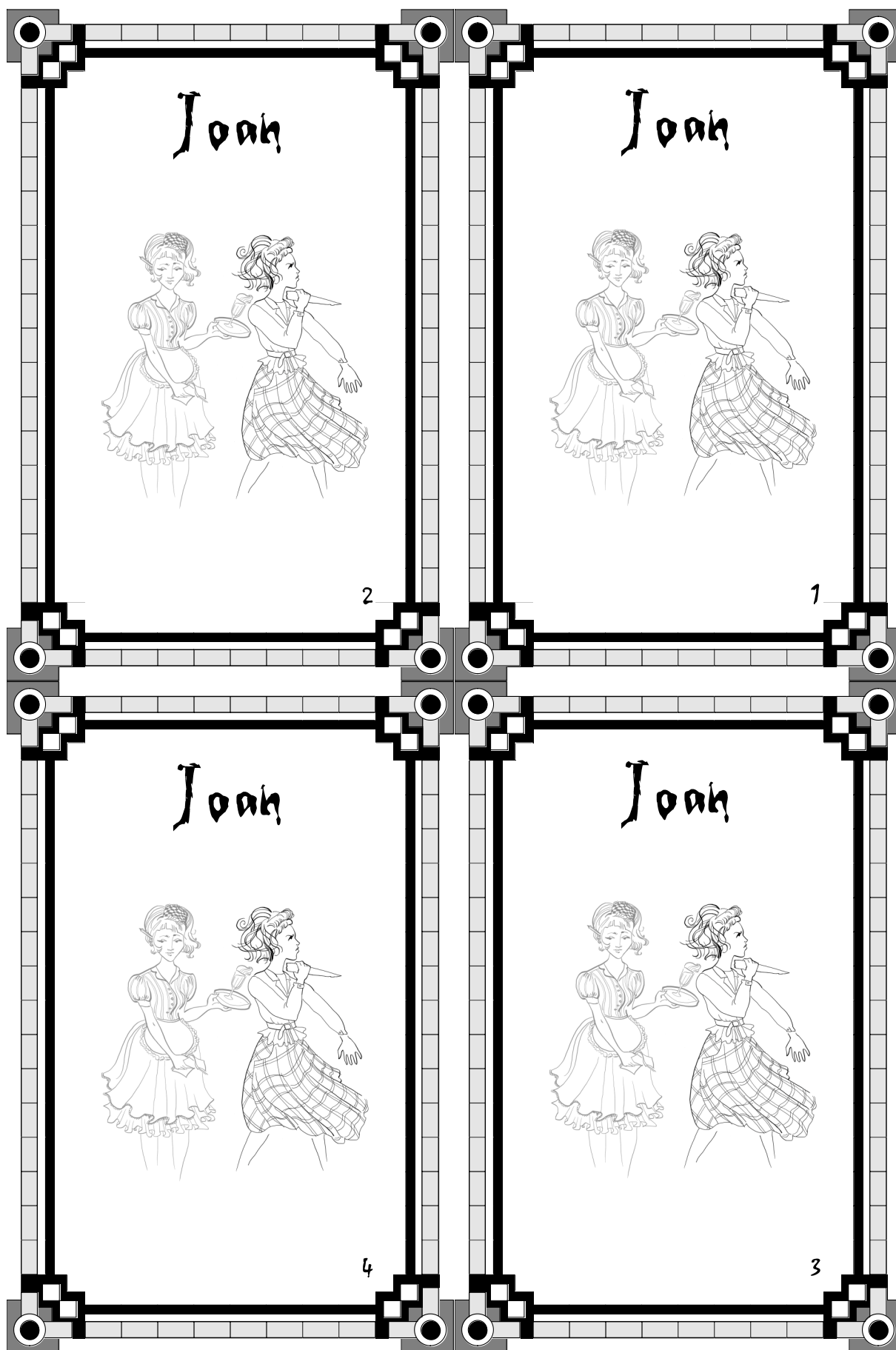
Example 1:

You attack faster than ever before. Punch after punch, kick after kick, but Ricky parries them all. He is stronger than any vampire, you've met before, but he begins to look tired. Maybe just a tired as you feel. The question is if you dare to make a risky move?

Example 2:

Maybe it has been a long day, or maybe you just aren't prepared. But when Ricky lifts you and smashes you into the cash register, you realize you'll have a hard time winning. You need a crazy plan. Or some welcome, but unexpected help.

Joan 4



**Are you surprised?
Or do you have everything in hand?**

Example 1:

Suddenly a vampire pushes you to the ground. You land hard and the vampire's teeth flashes towards your neck. For a split second you are paralyzed by fear, but then your body remembers your training. You smash your arm into its teeth, and even though it hurts like hell, it gives you the upper hand.

Example 2:

You spot another vampire just before it attacks Joan. You kick it so hard you can almost feel its teeth through the sole of your shoe. It isn't down yet, but it stops. You get into position - nobody sneaks up on the slayer when you have her back.

Marti 1

**Do you try to be Joan?
Or do things your way?**

Example 1:

You try to let go - to let your rage control you. You land one kick after the other on the vampire who sinks to its knees in surprise. And that is when you realize that you stupidly forgot to grab a stake. You may have to improvise ...

Example 2:

You scan the cemetery and immediately form a plan. So you make your best "cheerleader in trouble"-scream and run behind a crypt. The vampire follows you, obviously, and never considers the cheerleader could be hiding with a wooden stake just around the corner.

Marti 2

**Do you make a mistake?
Or is it just too strong?**

Example 1:

You think you see an opening, but you forget how fast it is. You kick hits Joan instead of the wendigo, and for a moment her balance is off. "Sorry," you manage to say, before a punch from the demon throws you to the ground.

Example 2:

While Joan keeps it busy, you see an opening. If you can hit its knee, maybe you can bring it down. Your kick hits bull's eye, but it is too strong and barely stumbles. You might need a different plan.

Marti 3

**Can you stand your ground?
Or are you overwhelmed?**

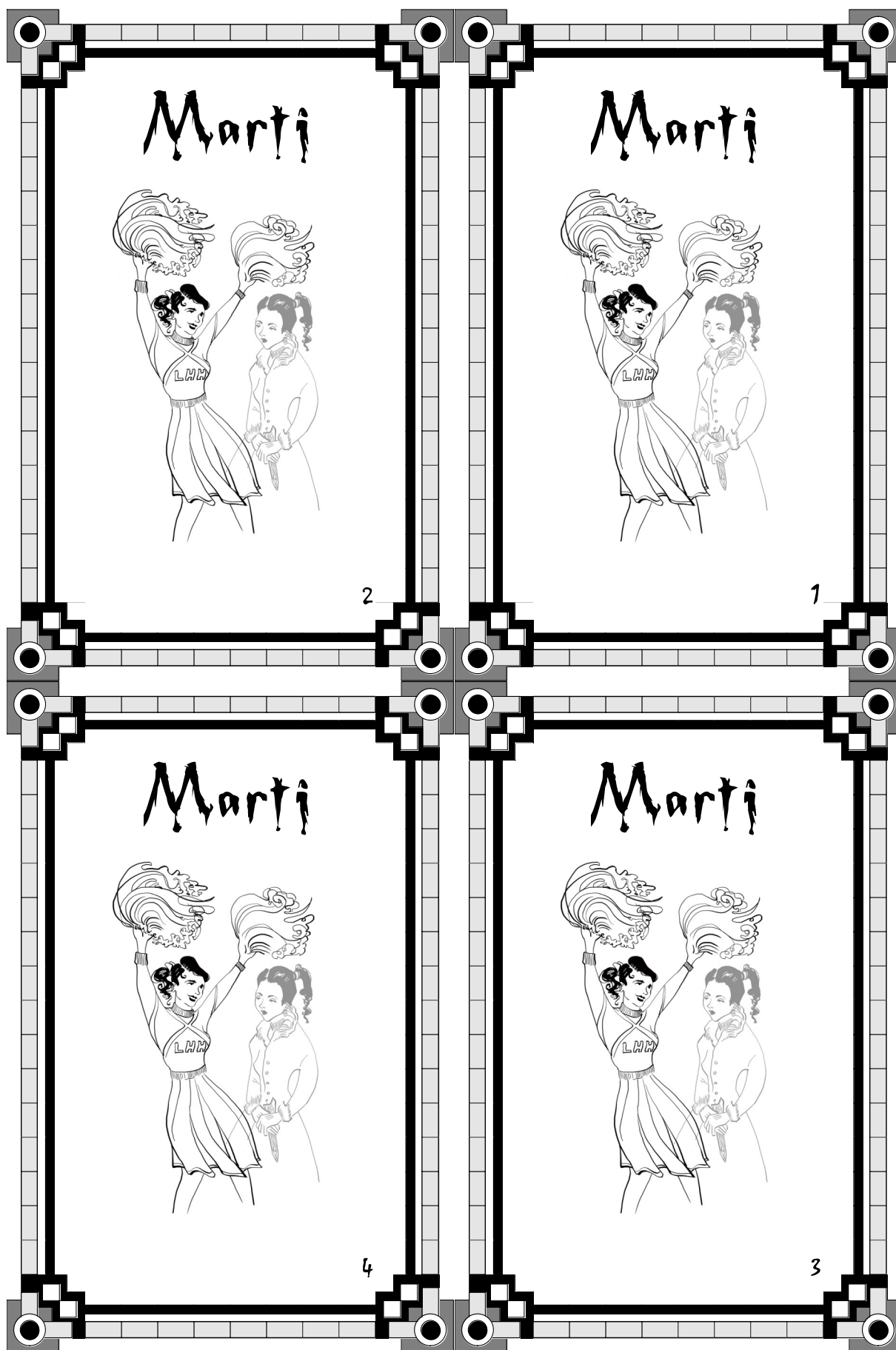
Example 1:

It's a brutal fight. Lots of vampires and Ricky is insanely strong. You hold your ground. You parry and make quick counterattacks, but you feel on your heels all the time. You need to come up with something unexpected if you want to win this one.

Example 2:

You are tired. You have been fighting a lot, and your body needs time to heal. You parry a tad too late, and a kick to your side makes you stagger for breath. You probably have a bruised rib, but your opponent won't show any mercy, so you have to fight on.

Marti 4



**Do you fight tactically smart?
Or do you let your anger loose?**

Example 1:

The Allfather wants you to make a mistake, but not this time. You empty your head of thoughts and almost watch yourself fight. You see his attacks almost before they happen and dodge. You see his movements and make your punches hit where he moves. If you can keep calm, you can win this one.

Example 2:

Finally you stand before the Allfather, and finally you have a target for all your rage and your strength. You forget about sense and disappear into a rush of kicks and punches wilder than anything you've ever done. It catches him completely off guard, and soon you have the upper hand.

Joan 5

**Do you fight for Liam?
Or for yourself?**

Example 1:

Every punch you land is payment for what he did to Liam. And though his strength is enormous, you barely register all the times he hits you. Cause it's not about you or even about survival. It's about payback. For Liam.

Example 2:

You are forced to defend. The Allfather is strong and he seems to have learned since your last fight. Every time you attack, he has a countermove, and suddenly you sense your legs almost giving up underneath you. But hell no if you're gonna lose to that guy. You're the fucking slayer, and you are gonna win at any cost.

Joan 6

**Do you fight well?
Or do things go wrong?**

Example 1:

You fight with more fury than ever before. It's not the time for tactics or smart moves, or maybe you just need to let go. So you smash a vampire into a wall and hit it again and again before finally staking it. And then on to the next one!

Example 2:

You try to keep calm, but your opponent is too fast. You are forced backwards and something trips you. You are only gone for a short second as your head hits the floor, but it's enough. And suddenly all you can see are teeth and eyes gleaming with evil.

Marti 5

**Do you fight with your head?
Or your heart?**

Example 1:

This is a crazy fight, but you feel wonderfully calm. This is what you've trained for. And even though the vampires have tremendous strength, they don't have your training. Methodically and focused you fight your way towards your goal. You can't take him down, but you can help Joan do it.

Example 2:

You need this fight. You need to just empty your head and be nothing but punch, block, punch, kick, parry, stake. Just be cold. Or angry? Or upset? But your focus makes you forget about the others, and suddenly you see Liam in danger. So what is most important? Liam or your opponent?

Marti 6

Joan



6

Joan



5

Marti



6

Marti



5

**Do you support your sister?
Or do you take over?**

Example 1:

The vampire attacks Joan, but you roll into his knees tripping him. And since playing dirty is okay when facing demons, you kick it hard in the groin. It hisses at you, but then limps toward Joan thinking her easier prey. It is wrong. It is so very wrong.

Example 2:

The vampire runs towards Joan and without thinking you push her aside and hit the demon with your shoulder. It gets it down, but it rolls away just as you slam the stake into the ground. Joan is up again and rolls her eyes at you. And that is okay, because at least you took the beating instead of her

Will 1

**Do you go for the vampire?
Or try something else?**

Example 1:

This is the vampire who has bewitched one of you - bewitched Becca - and for that he'll pay. You run towards him, but are stopped by a minion that you quickly dust. A good thing they have all those wooden fences in the cemetery.

Example 2:

Becca is obviously under the vampire's spell so you have to make sure, she doesn't get hurt. "Becca," you say, trying to sound calm. "Look at me. It's me, Will?" You don't know what you'll do exactly if get close enough to grab her, but hopefully you'll think of something.

Will 2

**Do you help your sister?
Or is there someone else you'd rather help?**

Example 1:

Your sister looks so small next to the wendigo. But if you can give her a shot, she can absolutely win. So you find something and hit it over the shoulder with it. It looks like it makes it mad, and that you are going to pay the price for that.

Example 2:

When the wendigo comes running, you immediately know who it's after. So you throw yourself in front of it and try to wrestle it. You're pretty sure this is gonna hurt, but it will give someone else a chance.

Will 3

**Can you fight Ricky?
Or does the situation throw you off balance?**

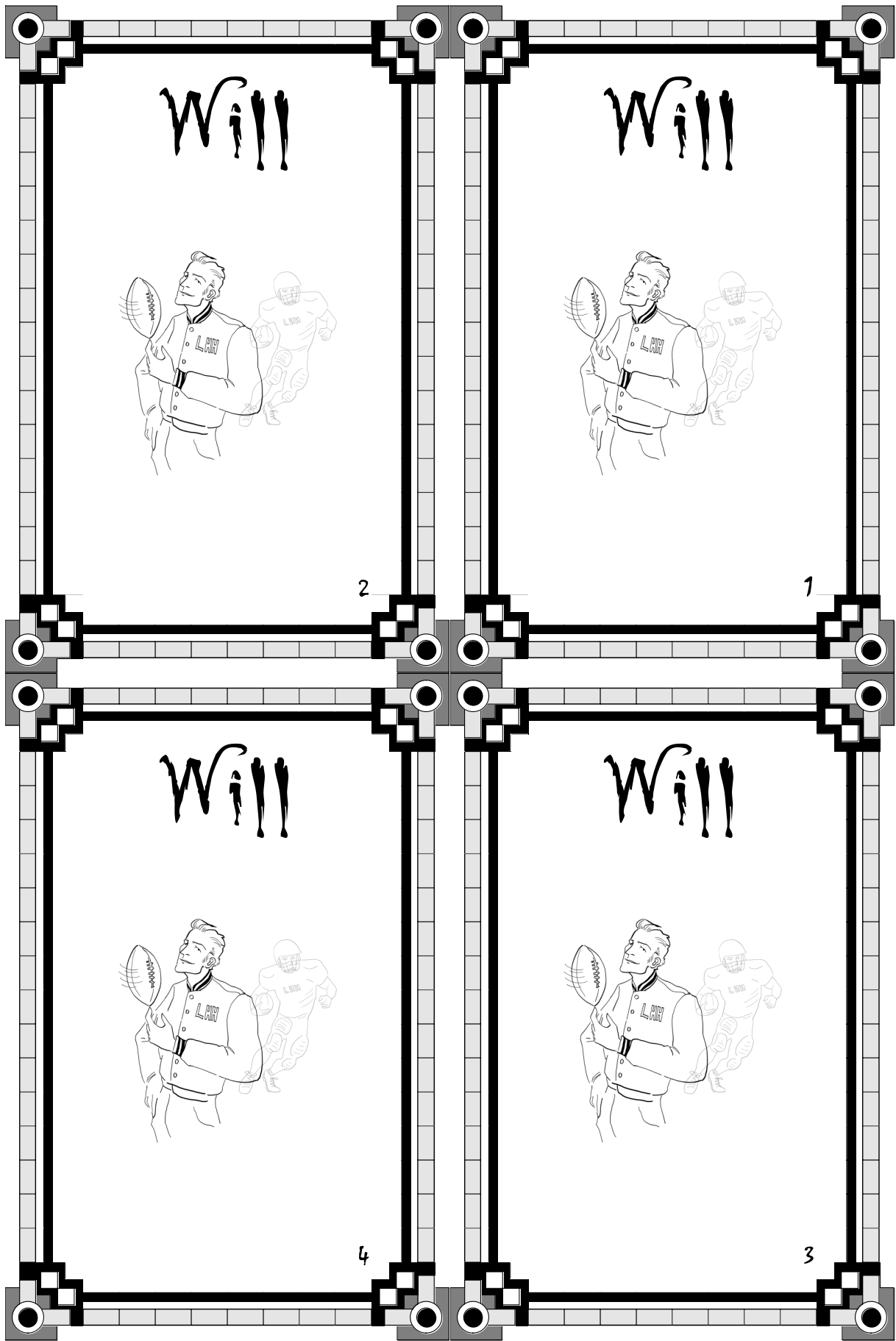
Example 1:

There are vampires everywhere. You try to force them away from Ricky so you can isolate him and bring him down. You push one to the side and dust another, but to new ones take their places. This is not a fair fight.

Example 2:

You are totally weirded out by the fact that it is Ricky. You were never friends, but this is far too close to home anyways. You fight the best you can against all the vampires - punching left and right - but it's hard when you keep trying to not fight Ricky.

Will 4



**Do you use your demon powers?
Or do you just kick ass?**

Example 1:

The vampire runs towards you, but you concentrate and make a lifelike copy of yourself appear next to you. It confuses the vampire and allows you to stab it through the heart with a stake. Score one for team Kumaa!

Example 2:

You consider using your newly found demon powers, but you just aren't ready. Instead you jab a vampire who thinks you're easy prey straight in the nose. The pain in your hand is almost unbearable, but the vampire hesitates. And, hey, you ain't dead yet.

Note: When the fight is over you must pick up the pendant (which didn't turn to dust as the vampire died). There is a poem in ancient Sumerian written on it - a beautiful love poem, and the main part is the sentence "there must always be two."

Becca 1

**Do you help the vampire?
Or do you break the spell?**

Example 1:

How dare they attack your future husband!? The one you will share eternity with! En of them talks to you and moves closer. He looks strong, but most men have a weak spot. You swing your leg right at his groin.

Example 2:

It takes all of your mental strength, but suddenly you realize something is very wrong. Why are you wearing these clothes? Why are you in a cemetery? And why does looking at that vampire make you all warm and fuzzy inside?

It has to stop. Now! You remove the pendant and make ready to hit something. You may not be the strongest of the slayerettes, but right now you are the angriest by far.

Becca 2

**Do you bring important knowledge?
Or useless information?**

Example 1:

The wendigo is strong, possibly one of the strongest demons you've faced in a long time. So maybe just rushing into battle is not the greatest idea. But then you see something Joan has overlooked. "Its eyes!" you yell. "They are the weak spots - hit it with iron there!"

Example 2:

You stick to the back, not sure of how you can help. But maybe you can spot something the others don't notice. For instance that ... "Joan!" you yell and break her concentration almost causing her to be hit by its claws. "Eh ... just wanted to say its claws are really sharp. So watch out. For them." Nice Becca. Really nice.

Becca 3

**Are you able to use your powers?
Or to confused to put them to use?**

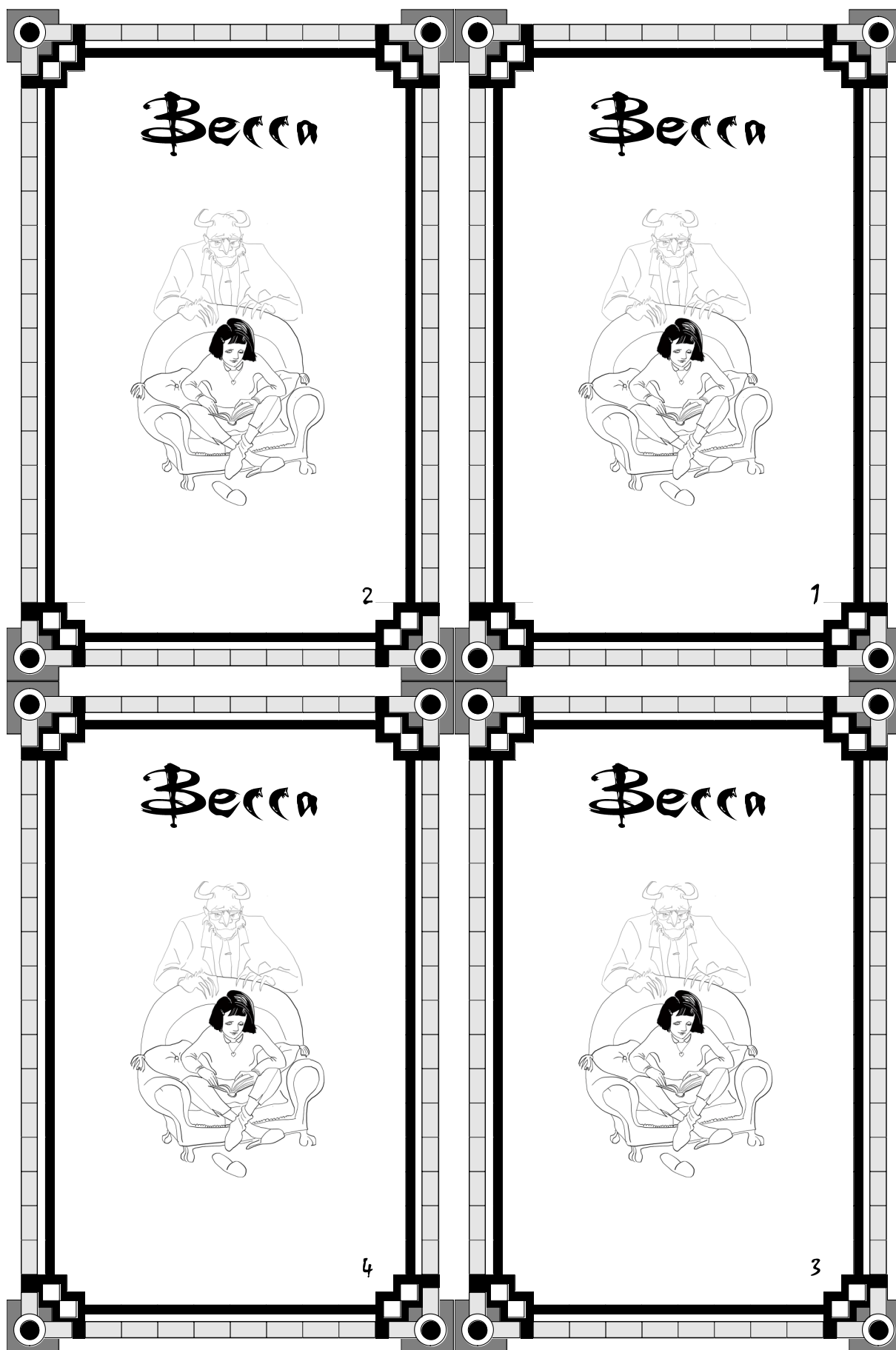
Example 1:

A bunch of vampires storm against you, but you create an illusion of the counter being somewhere other than it actually is and laugh as they tumble to the ground. Laugh and then start to beat them up with furniture.

Example 2:

You shield yourself with an illusion looking like you, but it flickers and the vampire sees through it. You just can't seem to reconcile with your powers. So instead you are thrown into the wall. You guess you'll have to find a new weapon or something.

Becca 4



**Do you fight well?
Or do things go wrong?**

Example 1:

You take a deep breath and get ready to fight the vampires charging you. You find your balance, ground yourself. You dodge the first punch and pull the vampire to the ground while shouldering another one into some machines. If you can take them down, maybe someone else can stake them.

Example 2:

You try a frontal assault. You catch your opponent off balance and get the upper hand. You look for the others - for a specific other - and it seems like your attack has helped by giving them some space. But looking away means not looking at your opponent, and suddenly you have a set of teeth buried in your shoulder.

Will 5

**Do you work as part of a team?
Or do you go solo?**

Example 1:

You make a full body tackle and stop the attack right before she's hit. The vampire drops to the ground, and she quickly stakes it. You stand back to back and make ready to face the next wave of attackers.

Example 2:

You don't think you can win this fight, but you throw yourself at it with a fury as never before. You punch and kick right and left, and barely notice when you're hit. It's dangerous, but you don't care. You are angry, and it feels great.

Will 6

**Do you fight well?
Or do things go wrong?**

Example 1:

You try to keep your distance and only strike when the others force a vampire off balance. And if a vampire gets too close, you simply hide behind your illusions. It's not that heroic, but it works like a charm combined with the others' more direct approach.

Example 2:

You see a vampire stumble to the ground and run forward to stake it. You succeed, but suddenly another one jumps you, and only a small bottle of holy waters saves you. It pulls back, and you laugh out loud in relief. Until you notice you're surrounded ...

Becca 5

**Do you go all in?
Or is something holding you back?**

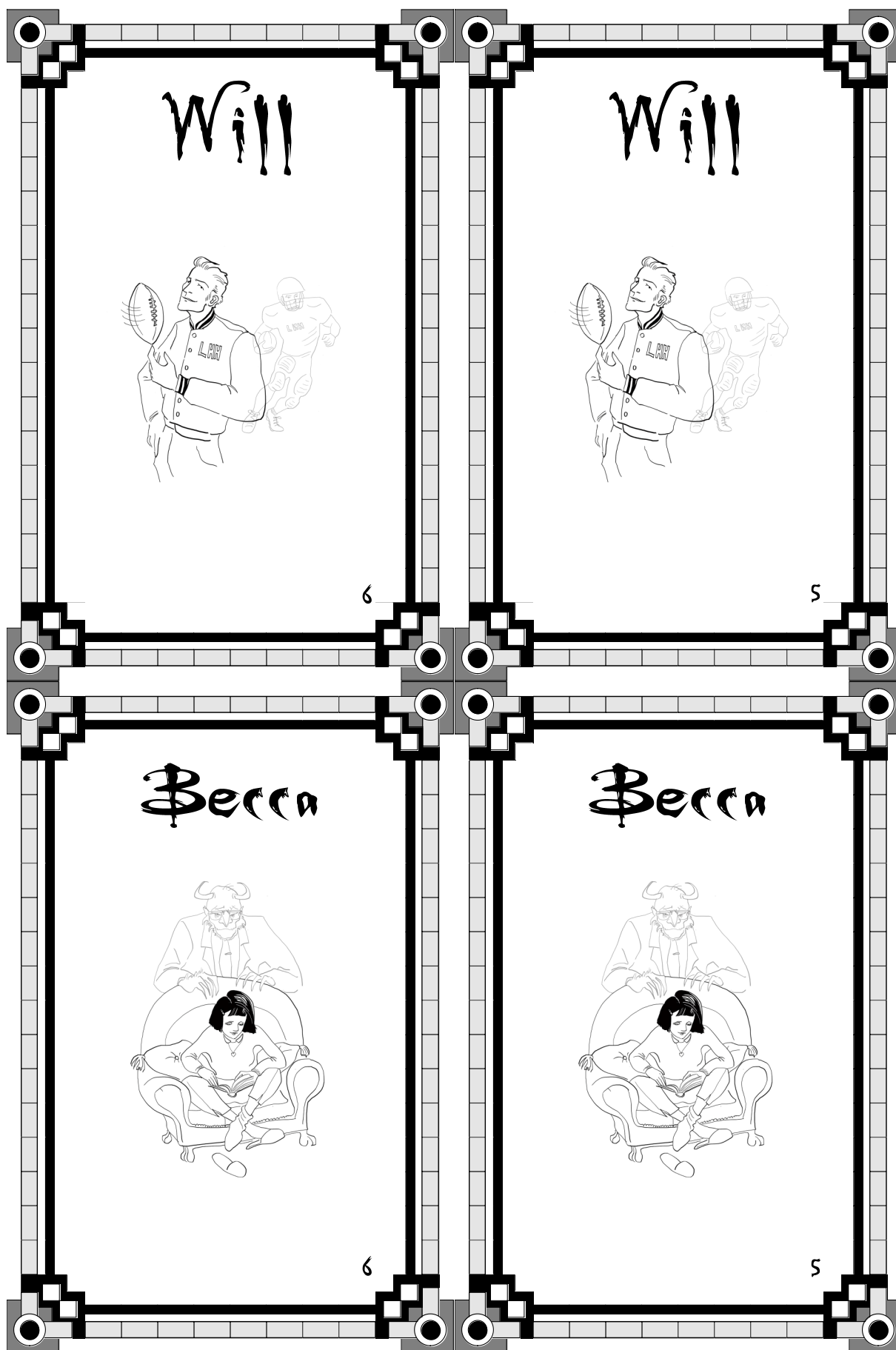
Example 1:

You feel the kumaa energy in your body more powerful than ever before. Your illusions create chaos, and the confusion allows you to attack more directly and violently than usually.

Example 2:

You fight defensively. Your illusions keep you hidden or create confusions when the others are attacked. You don't quite know why, but something holds you back - keeps you from really joining the fight. Maybe you think you won't make that much of a difference. Or maybe you just don't feel part of the group anymore.

Becca 6



Will



6

Will



5

Berra



6

Berra



5

**Are you capable?
Or do things go wrong?**

Example 1:

The vampire tries to grab you, but you roll left and it tumbles past you. You use the momentum to turn and toss a stake to Joan, who is ready to dust the vampire.

Example 2:

Suddenly you are hit from behind by a bull of a vampire. You hit the ground and can feel the muscles in your thigh spasm. On of the others push the vampire away, and you are quickly on your feet again. Or, you try to get on your feet - it's like your leg can't quite carry your weight. It's probably going to be an uphill battle from here on out.

Liam 1

**Are you still bruised from last fight?
Or do you seem to find hidden reserves?**

Example 1:

You can still feel the bruises from your last fight, and it makes you slow. But you manage to grapple the attacking vampire, and you fall to the ground locked together. "I'll handle this one!" you yell. You hope it's true.

Example 2:

You feel like you're flying, that's how fast you suddenly are. A vampire attacks, but you sidestep and stake it as it runs past. Maybe all that summer workout payed off better than you expected.

Liam 2

**Do you get hurt because you are
outmatched?
Or because you show off?**

Example 1:

You put all your powers behind your attack. You feel stronger than normal these days, but it just isn't enough. It's like hitting a concrete wall, and its counter attacks sends you flying. You land badly and you're pretty sure something is broken.

Example 2:

You know it doesn't make sense, but you almost feel like you can take it on by yourself. You yell to get its attention and then land first one punch then another in its chest. But it's not enough, and suddenly you feel its claws cut into your flesh.

Liam 3

**You have new powers, but do you
show them?
Or make them seem natural?**

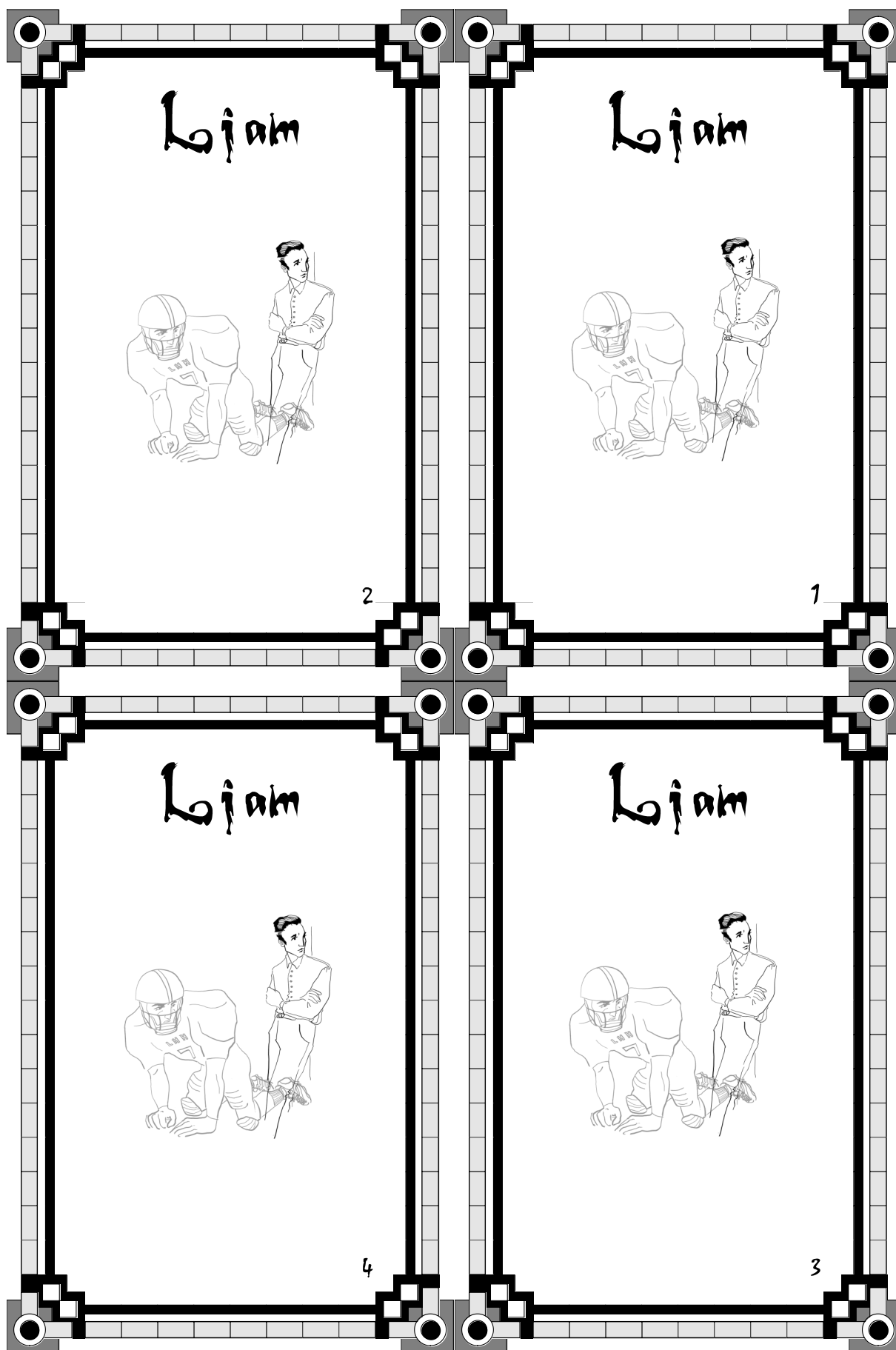
Example 1:

You don't know why, but you can feel the strength coarse through you. You jump over the vampire, spin in midair and then stake it. Ricky lunges for you, but you block his punch. It should have broken your arm, but it feels like you can almost match him.

Example 2:

Your new found powers help you avoid the vampires. You spin between them and push them right and left for the others to deal with. You charge Ricky in order to provoke him, and it succeeds. He attacks you, but you easily evade him.

Liam 4



**Do you help your dad?
Or do you just hesitate for a moment?**

Example 1:

You don't know why, but you just aren't ready for your dad to die. Maybe you think of your mother, or maybe you mostly think of yourself and your new found powers. No matter what, you interfere and stop Joan just as she's about to deliver the killing blow.

Example 2:

You kill vampire after vampire enjoying your powers. You are not quite as strong as Joan, but you begin to understand her joy of fighting. Suddenly the battle brings you close to your dad. You have a shot, but you hesitate for a moment, and then the opportunity is gone.

Liam 5

**Do you fight well?
Or do things go wrong?**

Example 1:

You toss a minion towards the Allfather and watch it turn to dust as the remains of the podium pierces its heart. You dodge a punch and then send your opponent through the room with your counterattack. You rejoice in using your father's powers against him.

Example 2:

You powers allow you to do stuff you never could before. You dodge, parry, and attack with a speed you never knew you had. But the powers make you reckless, and suddenly you feel a jolt of pain as a punch breaks your arm. It's gonna be tough going from here on out.

Liam 6

