

BESM

THE SLAYERS



The Essential
Role-Playing and
Reference Guide to
The Slayers
Book #1, Covers
Episodes 1-26

The Slayers © 1995 H. Kanzaka/R. Araizumi/Kadokawa/TV Tokyo/Medianet/Marubeni

BESM
ROLE-PLAYING GAME SOURCEBOOK



BESM

THE SLAYERS

| | |
|--------|--------------------------|
| 2-3 | INTRODUCTION |
| 5-55 | EPISODE SUMMARIES |
| 58-75 | CHARACTERS |
| 76-79 | THE WORLD OF THE SLAYERS |
| 81-107 | BESM GAME MATERIAL |
| 108 | OPENING AND CLOSING SONG |
| 109 | THE SLAYERS CREDITS |
| 110 | INDEX |

BESM SLAYERS: BOOK 1

Written by **ANTHONY RAGAN** Edited by **MARK C. MACKINNON**

Art Direction by **JEFF MACKINTOSH** Graphic Production by **ADAM JURY**

Production Assistance by **KAREN A. MCLARNEY AND AMY RESTEMAYER**

The Slayers © 1995 H. Kanzaka/R. Araizumi/Kadokawa/TV Tokyo/Medianet/Marubeni
GUARDIANS OF ORDER and TRI-STAT SYSTEM are trademarks of GUARDIANS OF ORDER, INC.

Copyright © 2003 GUARDIANS OF ORDER, INC. / Enoki Films USA, Inc.

All rights reserved under international law. No part of this book may be reproduced in part or in whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews.

Version 1.0 — September 2004

Printed in Canada

GUARDIANS OF ORDER, INC.
P.O. Box 25016
370 Stone Road
Guelph, Ontario
CANADA N1G 4T4

Phone: 519-821-7174

Fax: 519-821-7635

info@guardiansorder.com

http://www.guardiansorder.com

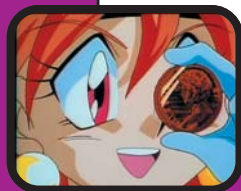


Print Edition —
ISBN 1-894525-71-X
Product Number 02-914



INTRODUCING THE SLAYERS

Slayers is an enormously successful anime and *manga* franchise in Japan that has gained wide popularity in the United States and Canada. It began in 1990 as a series of short stories written by Hajime Kanzaka and illustrated by Rui Araizumi, which were followed by novels. The success of the *manga* lead to the first television series, *The Slayers* in 1995. Videotape and DVD versions were released in the United States by Software Sculptors and Enoki Films. This book covers this first series. The next two series, *The Slayers: Next* and *The Slayers: Try* are the subjects of later Fan Guides from Guardians of Order.



Fantasy, especially the “Swords and Sorcery” version, has long been popular among anime fans. Some can be generous in their overall tone, such as *Record of Lodoss War*, *Legend of Crystania*, *The Heroic Legend of Arslan*, and *Ruin Explorers*. In these tales, great heroes band together to stop a formidable evil before something horrible happens — often the destruction of the kingdom or even the whole world. The heroes are usually youths, teenagers, or adolescents, but they have mighty powers and a tremendous will to carry through to the end. As the story arc progresses, the heroes face challenges and grow through them, symbolically leaving their childhood and becoming adults.

While the genre traces its debt to the pulp fantasies of the 1930s, modern Sword and Sorcery anime also owes much of its trademark qualities to paper and pencil role-playing games and their computer and console cousins. Elves, dwarves, trolls, and orcs are common elements, while Western-style wizards cast spells in castles that could come straight from Europe. Adventurers often begin as roustabouts who are looking for no more than gold and good times while raiding dungeons and fighting monsters.

The Slayers takes these themes and pokes good-natured fun at them. While solidly Sword and Sorcery, it is also a comedy with both subtle and slapstick characteristics. The heroine is a greedy, but cheerful, teenaged sorceress who gleefully robs bandits and takes their treasure, and her best friend is a noble swordsman with the memory of a rock. Spells are flashy and deal enormous damage, but the victims regularly survive with just some scorch marks and bruises. Serious characters are often discomfited by others making a wisecrack or pointing out the stupidity of their lines. Yet *The Slayers* has its serious side, too, which keeps it solidly within the Swords and Sorcery genre.



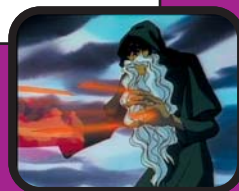
EPISODE GUIDE

The Slayers comprises 26 episodes that trace the adventures of Lina Inverse, Gourry Gabriev, Amelia Wil Tesla Seyruun, and Zelgadis as they try to save the world from destruction by Ruby Eye Shabranigdo, the Dark Lord of the Mazoku. Of course, they always take time to look for good food and gold too.

The series begins with standard sword and Sorcery fare: enter lair, kill bad guys within, and take their gold. The heroine, Lina Inverse, picks up a sword-swinging companion, Gourry, and the two begin what they think is a meandering road-trip from place to place, seeing the sights.

Things change when they find themselves pursued by a maniacal priest and his minions, bent on recovering a powerful artefact in Lina's possession. Things change even more when Lina discovers that the priest is himself a dupe for Shabranigdo! After a desperate battle, Lina, Gourry, and Zelgadis defeat the demon lord.

But the series is not even half-over! Lina and Gourry soon find themselves wanted for crimes they did not commit and chased by bounty hunters. Their journey takes them to a wedding and the theatre and finally to the city of Sairaag, where a shocking surprise awaits them: someone cloned the priest! The series ends with a titanic battle leaving the Slayers victorious and the world safe.



THE SLAYERS

EPISODE: 01



ANGRY? LINA'S FURIOUS DRAGON SLAVE!

The scene opens upon a mountainside fortress, torches lit against the night. In a cave high above, a chained black dragon roars from behind the bars of its cave. In the fortress below, the bandits of the Dragon Fang Gang wallow in the gold stolen on their latest raid.

A fireball suddenly streaks across the sky and explodes in the center of the camp, sending the bandits scurrying. In the midst of the fire stands a beautiful sorcery genius, Lina Inverse. Horrified that it is the "notorious band-killer," the chief orders an attack, but Lina crushes the bandits with her magic and helps herself to their treasure, including an odd-looking dagger and an Orichalcon statue. The chief pleads that it is their

treasure falls on deaf ears; soon he lies dead as well.

The next day, Lina is walking in the woods when she sees someone following her. She orders him to show himself, and he does, explaining that he had followed her to recover the gang's treasure and avenge the killing of their boss. Changing his mind, he decided to offer her a spot in the gang — if she returns the treasure.





Lina admires his intelligence for deciding not to fight her, but she refuses and gets up to leave.

Angry at the rebuff, the bandit orders his men to attack. They surround Lina and are about to strike when a handsome blonde swordsman appears and orders them to back-off. At first confused by the sudden interruption, Lina decides this is fun and plays along by acting as the traditional helpless screaming female. The swordsman defeats the bandits and introduces himself as "Gourry." Lina thinks the stunned look on his face means he is overawed at her beauty. In truth, Gourry is woefully disappointed at rescuing what he thinks is a flat-chested adolescent.

Gourry nobly offers to escort the "little girl" to wherever she is going, which does not suit Lina's plans. Gourry strikes her as stupid, and he would probably get in the way of whatever plans she has. She tries to get rid of him by saying she is going to Atlas City, which has to be far out of his way, but Gourry will not hear of her travelling alone. Resigned to having a dope for a bodyguard, Lina agrees and the pair head for Atlas City.

They eventually come to the village of Saman the Elder, where Gourry is shocked at how much Lina can eat. Saman approaches them and asks if Lina is indeed a great sorcerer. Gourry has his second shock when Lina nods "yes." Then Saman accidentally insults Lina by calling her the "Dragon Spooker: Dragons Step Past Out Of Clear Revulsion." Her self-image to the contrary, it seems Lina has a very bad reputation that precedes her. He wants to hire Lina to kill the Dragon Fangs. Overjoyed to hear she has already killed them, Saman runs to tell the villagers, mistakenly thinking she has killed the dragon, too.

Saman runs back to her when the dragon attacks and he desperately agrees to pay Lina's price to kill it. A fierce battle erupts between Lina and Gourry and the dragon, but her magic is ineffective. As a last-gasp effort, she unleashes her awesomely powerful Dragon Slave spell, which destroys the Dragon ... and the entire town. The episode ends with the ungrateful townsfolk chasing her and Gourry down the road.

