



Current Rulings



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General Guidelines

Rule – Tournament Deck minimum

The minimum deck-size for the Resource Deck in official SEVEN sanctioned BtVS CCG events is 60 cards. A player can have more than 60 cards in his Resource Deck, but no less than 60.

Rule - Active Date

The active date for any and all card clarifications will be based on that documents version date. Hence, all rulings in the Current Rulings v2.12 document will be effective February 12th of the current year.

The Golden Rule

The rules text of a card always overrides the rules printed in the latest version of the Buffy the Vampire Slayer CCG Rulebook.

First Patrol Cards

Any cards that have the words “First Patrol” printed in block text, are not useable in official Score Sanctioned Tournaments. However, any other cards that came inside the First Patrol portion ARE useable in your tournament decks.

Most Recent Printing Rule

If two or more cards share the same title, then text, numbers, and all other symbols of that card are to read as they appear on the Most Recent Printing (MRP) of that card with that title.

This does not apply to character or Essence cards.

Card Eligibility

As noted in the most recently published Tournament Manual, the following information covers when cards are viable for tournament play:

“All cards that have been previously produced by Score Entertainment for a particular card game will be considered viable for tournaments sponsored by SEVEN for that game 2 weeks (14 days) after the official release date of the product or expansion that a card was released in.”

Event cards

- 1) Event cards are limited to 1 per deck. This means you can only have 1 copy of each Event in your Resource Deck, but you can have as many Events as you want in your Resource Deck.
- 2) You play Event cards during the Prologue Step (after challenges have been played).
- 3) When you play an Event, it effects both players for the remainder of the game unless the Event states otherwise.
- 4) When you play an Event, it is sent to the Crypt instead of the discard pile.
- 5) Only 1 copy of an Event can be played per game. If your opponent plays an Event that you have in your deck, you can no longer play that event for the remainder of the game.
- 6) You cannot place Event cards into the Talent Stack for a bonus.

Fights and Challenges

- Fights – Whenever you choose one of your characters and one of your opponent’s characters for a fight, this begins the fight. Doing this does not take up the Attacker’s first option during the Fight/Choose stage.
- Challenges – Whenever you choose your characters and the challenge that you are facing at the same location, this begins the challenge. Doing this does not take up the Attacker’s first option during the Challenge/Choose stage.
EXAMPLE: Buffy is at the Natural History Museum with A Soul’s Revenge at the same location. Jenny Calander is at Sunnydale Park. Jenny cannot use Two Gun Woo to start the challenge by herself. But, if Buffy faces the challenge, then Two Gun Woo could be used to bring Jenny Calander to the Challenge during the Challenge/Choose stage.

- You cannot fight your own characters in a fight.

EXAMPLE: You have Buffy and Cordelia in play. You cannot have your Buffy start a fight against your Cordelia.

Miscellaneous Clarifications

- If a card lowers the Destiny Points that a player would gain from a challenge below 0, that player does **not** lose any Destiny Points.

Example: Mikki completes a 1-Destiny Point challenge. Josh plays three copies of *Shaky On The Dismount* during the resolution of the challenge. Mikki cannot lose any Destiny Points from this, however she gains no Destiny for completing the challenge.

- If a fatigued character has not attached a Skill this turn that character may **not** attach a Skill. Fatiguing the character is part of the cost of attaching the Skill.
- The top card of your Challenge Deck must be face up at all times. If any card effect would shuffle your Challenge Deck or place an extra challenge in play, any remaining top card is always turned face up.
- At the beginning of the game, both players reveal their Essence and level 1 Main Character at the same time.
- When a character is fatigued, it gets –1 to its talents at **all** times. This affects fights, challenges and meeting talent requirements, as well.

Example: Mikki wishes to play *Circle of Kayless*. The Master’s Level 1 has 3 Weirdness, but since he is fatigued, his Weirdness is actually 2, so she cannot play *Circle of Kayless*.

- Characters **can** have negative talent values.

Example: Mikki attaches *Morning Person* to Drusilla and it’s night. Since Drusilla is fatigued from attaching *Morning Person* and it is night, she gains –2 to all of her talents, making her talents –2BK, 0SM, 0WE, 0CH.

- You can never go below 0 Destiny Points.
- Whenever you need to **draw** a card and there are no more cards in your Resource Deck, shuffle your discard pile back into your Resource Deck. If you have no cards left in your discard pile or Resource Deck, then you do not draw any cards.

- During the Refresh Step, you must refresh any fatigued items, as well as any other cards that are fatigued.
- Any character that receives an item must meet any talent requirements printed on the item, or the item cannot be swapped.
- After an item/skill with a talent requirement has been attached, and the talent in question drops below the talent requirement, the item/skill is not discarded. The talent requirement must **only** be met when the item/skill is attached/swapped to a character.
- Talent requirements may only be met by a single character. You may **not** add the talents of multiple characters together to meet a talent requirement.
- If a card says “this does not count as a move” it means that the character that moves does not gain or suffer any effects that happen when a character moves.

Example: Mikki currently has Willow occupying Sunnydale Park. Josh plays *Run, Fast!* to move Willow from Sunnydale Park to *The Nest*. Even though Willow cannot normally move from Sunnydale Park to *The Nest*, *Run, Fast!* does not count as a move, allowing Josh to move Willow to *The Nest*.

- You may not use any talents, Traits and effects from previous levels. You can use **only** the talents, Traits and abilities printed on your current level.
- Fatigued characters cannot face challenges or start a fight. If a character is facing a challenge or starts a fight, and then becomes fatigued, the character continues to participate in the fight or challenge with a -1 to all of its talents.
- When you place cards into a talent stack, they are not added to any character’s talent until you resolve the fight or challenge.

Example: Josh wants to use *Superior Fighting*, which has a talent requirement of 7BK to play, but Spike only has a 3 Butt-Kicking. He **cannot** use the Butt-Kicking talent stack to give him 7 Butt-Kicking.

- You can play cards into any talent stack to boost a talent during a fight, not just Butt-Kicking, or whatever talent is currently determining the fight’s outcome.
- As long as a challenge does not specify where it has to be played, you may play it in Sunnydale Park.
- You can have Good and Evil challenges in your Challenge Deck.
- Any Action cards that say “Move” for the step they are used in now say “Movement” instead.
- You are only allowed a maximum of 3 character cards per level for each character, regardless of if each of the 3 character cards are different character cards for that character.

Example: You may have 1 copy of Buffy Level 1 (*Pergamum Prophecy # 186*), Buffy Summers (#HH1) and Buffy Summers (*Angel’s Curse #89*) in the same deck, but you could not have 3 copies of each, as that would be 9 character cards for Buffy.

- A player may face a challenge even if she does not have a character that has the trait needed to fulfill the Trait Requirement on the Challenge. She won't win (because she does not have the trait needed to defeat the Challenge), but she is still allowed to face the challenge.
- You only need 1 character facing the challenge to have the trait listed for the Trait Requirement on a Challenge in order to defeat the Challenge. If a Challenge has more than 1 Trait Requirement, all of the listed traits do not have to be on the same character, and instead can be spread across multiple characters, in order to defeat the Challenge.
- Even if a card is written in a foreign language, it is still legal for play in the Buffy CCG.
- If a Challenge says that you need to meet a specific requirement to face the Challenge (like "This challenge can only be faced at night."), a player must fulfill that requirement to even attempt the Challenge. This only works with effects that talk about facing the Challenge, not defeating the Challenge.
- When a Challenge mentions "_____ is used to defeat this Challenge", that requirement must be there when you are resolving the Challenge.

Example: Cheerleader Tryouts (Pergamum Prophecy #10) says "If Cordelia is used to defeat this challenge, the controlling player gains 1 extra Destiny Point upon completing it." So, Cordelia must be facing the challenge and is still participating in the Challenge when *Cheerleader Tryouts* resolves in order to gain the extra Destiny Point.

- A Bonus is when a Talent is raised by a card that was not placed into a Talent Stack
Example: Fire Axe says "Character gains +1 Butt-Kicking". The +1 Butt-Kicking that the character is getting from the Fire Axe is a Bonus from the Fire Axe.
- Cards that allow a character to hold extra items stack with each other, as well as card effects that allow a player to draw/hold more cards during the Draw Step.
Example: Catherine Madison (Pergamum Prophecy #64) with the *Pack Rat (Pergamum Prophecy #105)* and *Animal Intensity (Pergamum Prophecy #25)* can have up to 4 items attached at the same time.
- When you attach an item with a Talent Requirement that you need to upgrade with before attaching it, you check to see if the character meets the Talent Requirement of that item before any upgrading of any items happen.
- You may discard one of your opponent's items attached to your character if you upgrade an item on that character.
- Your Episode Part 2 cards start face-down until they are brought into play.
- You can never use cards placed in Talent Stacks to pay for Talent Requirements on cards unless you have a specific card effect allowing you to do so. This does include any actions that would be played during the Resolve Stage of a Fight or Challenge.
- When trying to place a character into play and checking to see if exceeds the Supporting Hero/Villain limit, the character keeps his original character type (Hero, Villain, Companion, Minion), even if that would change once that character is in play because of other card effects (like Band Candy Warehouse).

- You cannot attach an item that specifically allows you to attach it to one of your opponent's characters if that character already has the maximum amount of items currently attached.
EXAMPLE: Buffy has 2 Fire Axes attached. Her opponent wants to give her Slayer's Kryptonite. But, since Buffy already has the maximum amount of items she can attach (which is 2), Slayer's Kryptonite cannot be given to her.
- If you use a card says "_____ only" that is used during a Fight or Challenge, the card can only be used for its game text if that character is participating in the Fight or Challenge.
EXAMPLE: Buffy is a supporting character in your Faith Main Character deck. Buffy is currently in a fight, but she cannot use Slayer's Lust for its game effect. Buffy CAN still put Slayer's Lust into a Talent Stack like any other card, though.
- If a "_____ only" card and/or Essence card refers to a specific character, it only affects your copy of that character.
- Defective Weapon (Slayer On Campus #P1) is a legal card to play, even though Slayer On Campus has not been released yet.

Card Clarifications

The following list of card clarifications has been provided so that each card may be played as it was originally intended. Judges and Players should always keep current on any changes. Specific questions should be directed to Rules@BTVSccg.com.

NOTE: Cards are clarified by expansion, with the most recent expansions first.

Class of '99

#36 *Book Cramming* – The skill this card allows you to attach does not count towards your 1 Skill a turn limit. In order to attach the extra skill this card allows you to, you must have discarded a skill from your Resource Deck with *Book Cramming*.

#104 *Young At Heart* – Characters do not fatigue from resolving the Challenge. If a character fatigues for any other reason during the Resolve Stage, the character still becomes fatigued.

#113 *Modern Day Vampire* – You only get to draw cards from the first 2 items you attack to Mr. Trick the turn you play *Modern Day Vampire*.

#161 *Ambushed* – If you use *Ambushed* and you have a character at that Challenge, a character at an adjacent Location with the ability to start a fight with a character at the Challenge's Location may start the fight with *Ambushed*, even though he is not at the Challenge's Location.

EXAMPLE: Player A has Buffy facing Parent Teacher Night. Player B has Spike at the same location as Buffy, and also has Faith with Compound Bow attached. If Player B uses *Ambushed* when Buffy faces Parent Teacher Night, Player B may have Faith start the fight.

#162 *Been There, Kill That* – Your character may not start a fight if you use this card when she is fatigued

#171 *A Thing* – Whenever your opponent tries to discard one of your items attached to his character by Upgrading, you may use *A Thing* to make him discard a different item besides the item you choose with *A Thing* attached to his character.

Whenever your opponent upgrades an item, you may only use 1 *A Thing* for that upgrade attempt.

EXAMPLE: Player A has Buffy in play with *A Thing* attached. Player A also has a *Candy Bars* attached to Player B's Giles, who also has an *Empty Puppet Case*. During the Resource Step Player B tries to discard *Candy Bars* by Upgrading with another *Empty Puppet Case*. Player A may use *A Thing* to make Player B discard a different item besides *Candy Bars* for the Upgrade. Giles must now discard his *Empty Puppet Case*.

#177 *Quality Rage* - Whenever your opponent tries to discard one of your items attached to his character by Upgrading, you may use *Quality Rage* to make him discard a different item besides the item you choose with *Quality Rage* attached to his character.

Whenever your opponent upgrades an item, you may only use 1 *Quality Rage* for that upgrade attempt.

#233 *Rupert Giles* – Giles' Character Power reads, "Once per turn, you may..."

Angel's Curse

#12 *Gypsy Curse* – The character must fatigue during the Resource Step to use *Gypsy Curse*.

#13 *Machiavellian Ingenuity* – You do not have to use and discard *Machiavellian Ingenuity* when resolving a fight or challenge.

#14 *Ritual of Restoration* – The character must fatigue during the Resource Step to use *Ritual of Restoration*.

#15 *Spike's Car* – This card does not combine with *Ring of Prophecy* (*Pergamum Prophecy* #112) to give a Vampire 2 or more movements during a Day turn. Spike is still allowed to move twice during a Day turn while he has *Spike's Car* attached, but still does not gain an additional move from *Ring of Prophecy*.

#16 *The Look* - You do not have to use and discard *The Look* when resolving a fight or challenge.

#18 *Wisdom* - You do not have to use and discard *Wisdom* when resolving a fight or challenge.

#30 *Total Lecture Overload* – This card reads “If none of your opponent’s characters have refreshed during this Step, choose one of your opponent’s fatigued characters in play. That character does not refresh during this Step.”

#24 *Anywhere But Here* – Any Challenges assigned to a location that is replaced by *Anywhere But Here* stay attached to that Location, even if the Challenge would not normally be able to assign itself to that Location normally. You can place into play locations from any player’s Crypt. You cannot use *Anywhere But Here* with a location that does not have a location card.

#49 *Willy* – Any player, including yourself, may be the player that has 4 or more Challenges in play to use *Willy's* effect power.

#51 *Army Base* – If your opponent is forced to discard cards from *Army Base* and she has fewer than 2 cards, she discards all of the cards in her hand.

#55 *Diana's Touch* – The character must fatigue during the Resource Step to use *Diana's Touch*.

#68 *Competition Appraisal* – If *Computer Invasion* has been played this turn, you can still attach a Skill with *Competition Appraisal*.

#71 *Gathering of Scoobies* – This card also affects your opponent’s Supporting Characters and they also receive the +1 Smarts, but your opponent’s Characters may not Stunt-Double for your Willow.

#75 *Homeric Insensitivity* – The chosen Companion or Minion no longer participates in the Challenge. If the chosen character was that player’s only character facing the challenge, you skip both the Challenge/Draw and Challenge/Battle stages and resolve the challenge normally except that, since you have no characters facing the challenge, you lose the challenge (and therefore a Destiny Point) automatically.

#79 *Surprise* – Cordelia can use *Surprise* to face a Challenge even if she is fatigued. You cannot use *Surprise* while your opponent is facing a Challenge.

#103 *Vampire Mansion* – If *Spike*, *Drusilla*, and/or *Angelus* are at *Vampire Mansion* during the Prologue Step, each of those characters at *Vampire Mansion* receive the bonus.

EXAMPLE: *Spike* and *Angelus* are at *Vampire Mansion* during the Prologue Step, but *Drusilla* is at Sunnydale Park. *Spike* and *Angelus* both gain the bonus from *Vampire Mansion*, but *Drusilla* does not.

#105 *Disembodied Arm* - If a character already has the maximum number of items attached and then defeats a character in a fight that has *Disembodied Arm*, the winning character cannot discard an item to attach *Disembodied Arm* after the fight.

EXAMPLE: Buffy has 2 *Fire Axes* attached to her and she fights Spike who has *Disembodied Arm* attached. Buffy wins the fight, but she cannot attach *Disembodied Arm* because she already has the maximum amount of items. Furthermore, she cannot discard an item attached to her to attach *Disembodied Arm* for that fight.

#111 *Death* – Characters that are relocated when they are defeated in a fight, such as *The Pack (Pergamum Prophecy #72)* and Ted Buchanan (*Angel's Curse #48*) ignore the effects of *Death*.

#120 *St. Du Lac Mausoleum* – This card can only be used during the Resource Step.

#121 *Wrath of Angelus* – This card can only be used during Challenges.

#124 *Cordelia Essence* – “Once” refers to once per turn, not once per game.

Pergamum Prophecy

#DE1 *The Master Level 2 (German)* – Here's the official translation for this card:

The Master Level 2

Villain

VAMPIRE. All of your opponents draw 1 less card during the Fight-Challenge/Draw stage. All of your opponents discard 1 card at the end of the Draw Step.

#E11 *Angelus (Gaelic)* – Here's the official translation for this card:

Angelus Level 1

Villain

VAMPIRE. When Angelus is in a fight with a Companion or Minion, the resolving talent cannot be changed to Charm or Smarts.

#VD1 *Moment of True Bliss* – Angelus is not affected by this card, and when this Event is used, it does not turn Angel into Angelus. It only makes Angel a Villain, but he is still considered Angel for all other card effect purposes. You do not lose control of your Angel when he is turned into a Villain by this card.

If Buffy is not in play when *Moment of True Bliss* is used, Buffy still gains the +1 Charm when she enters player later in the game. If Angel is not in play when *Moment of True Bliss* is used, Angel still turns into a Villain and gains +1 Butt-Kicking when he enters play later on in the game. But, Buffy and Angel in play at the same time when you use *Moment of True Bliss* if you want to gain the +1 Destiny Point from the card. Your opponent's Buffy and/or Angel can be used to fulfill the requirements to gain the extra Destiny Point.

#WW1 *Spike level 1* – Read as “... to search your Resource Deck for *Drusilla level 1* and place her into play at *Spike's* location.” This version of *Spike* is a Villain.

#P5 *Out of the Mouths of Babes* – You can play multiple *Out of the Mouths of Babes* a turn and their effects are cumulative. You have until the end of the turn you play *Out of the Mouths of Babes* to defeat Buffy in order to gain all of the effects.

#P9 *Quarterstaff* – *Spike's* Essence card affects the *Quarterstaff* twice, since it counts as two items. This results in an overall +2 *Butt-Kicking* from *Spike's* Essence.

#6 *Abduction* – Treat this card as if it read, “...Fatigue that character and place it at this location.” ‘Abducting’ a character with this card does not count as a move, and you may ‘abduct’ Vampires during

the day or other characters that would not normally be able to move. You may 'abduct' a fatigued character.

#8 *On Patrol* – This card should have the Common gem, not the Uncommon gem.

#24 *Sunnydale School Hallways* – The “movement” is available once per turn, per player, during the Movement Step. The school location you are moving to should be a legal move for it not to count as a move.

#28 *Empty Puppet Case* – The card that you discard in order to use Empty Puppet case is discarded from your hand.

#29 *Number 1 Alternate* – Even if you have a Vampire that may move during the day, you may not use this card on a Vampire during a Day turn.

#32 *Two Gun Woo* – Even if you have a Vampire that may move during the day, you may not use this card on a Vampire during a Day turn.

#33 *New Kid on the Block* – This card should read “... for the remainder of the challenge.” Instead of “.. for the remainder of the fight.” New Kid on the Block only affects bonuses to Talents.

#36 *Overhand Toss* – If *Overhand Toss* is used on an item that is needed to defeat the challenge, you still are considered to have that item for that Challenge, even though you do not get to use any of its effects.

#40-43 *The CPR Thing, Watch Zebras Mating, Not Prepared for Farrah Hair, Bow Before the Idiot Box* – The set aside card that these cards are referring to is a card that is set into a Talent Stack during a Challenge.

#62 *Jesse* – Jesse's effect only works while he is in a fight. You do not get to ignore the effects of Hair Flip in fights that Jesse is not participating in.

#66 *Claw* – This card should read “... Once per turn, anything that would normally fatigue *Claw*...”

#67 *Fritz* – This card should read “... If *Fritz* is refreshed at the beginning of the turn, you may draw 1 extra card at the end of the Draw Step.”

#72 *The Pack* – Read as “Human. If *The Pack* would be discarded from play by any means while refreshed, you may fatigue *The Pack* and place it at the *Hyena Exhibit* location, instead of the discard pile.” *The Pack* retains all items and skills that are currently attached.

#73 *The Three* – “*The Three vs. Sunnydale Funeral Home*” – As long as you have 1 copy of *The Three* that isn't at *SFD* you can still use *The Three's* card power. If all of your copies of *The Three* are at *SFD*, they no longer have their ability to keep more than 1 copy in play. All of your copies of *The Three* are discarded except for one copy of your choice. You cannot place any other copies of *The Three* into play until *The Three* leaves *SFD*.

#77 *Joyce Summers* – This card should read “... If *Joyce* is refreshed at the beginning of the turn, you may draw 1 extra card at the end of the Draw Step.”

#79 *Mitch* - This card should read “... Once per turn, anything that would normally fatigue *Mitch*...”

#85 *1630 Revello Dr. (Summer's House)* – The title reads “*1630 Revello Dr. (Summers' House)*.”

#86 *Tunnels* – Use this card’s effect only during the Movement Step. Using the effect of this card does not count as a move.

#88 *Sunnydale Funeral Home* – If *Mitch* (*Pergamum Prophecy* # 79) or *Claw* (*Pergamum Prophecy* #66) move to an opponent’s *Sunnydale Funeral Home* from Sunnydale Park, their effect keeps them from fatiguing and then *Sunnydale Funeral Home* shuts down their effect.

#91 *Sunnydale High School Computer Lab* – This is supposed to be a School location, not a Town location.

#93 *Sunnydale School Lawn* – Moving a character with the Lawn does not count as a move.

#103 *Gone Binary* – Read as “Once per turn, fatigue this character during the Resource Step to draw a card.”

#106 *Fast Pace* – This Skill allows you to move to any location in Sunnydale during the Movement Step, but your character still uses a movement to do this.

Example: Mikki attaches *Fast Pace* to *Drusilla*. *Drusilla* may move twice to any location in Sunnydale at night, but still cannot move during the day.

#112 *Ring of Prophecy* – This card does not combine with *Spike’s Car* (*Angel’s Curse* #15) to give a Vampire 2 or more movements during a Day turn.

#113 *Bat Sonar* – When you discard *Bat Sonar* to give the Character +2 Weirdness during a Challenge, *Spike’s Essence Card* does not increase this to +3.

#115 *Sledgehammer* – *Sledgehammer* only gives +1 Butt-Kicking if you have 1 or more items attached to the character that also boost Butt-Kicking. But, if you have multiple items that boost different Talents, then *Sledgehammer* adds +1 to each of those Talents, but no more than +1. *Spike’s Essence Card* would increase any talents that *Sledgehammer* is boosting by +1, for a total of +2 to a talent that *Sledgehammer* is affecting.

Example: *Drusilla* has 2 *Pack Rat* skills (*Pergamum Prophecy* #105) attached. *Drusilla* also has 2 *Fire Axes*, 1 *Sledgehammer*, and 1 *May Queen Dress* attached. So, the *Sledgehammer* on *Drusilla* would give her an additional +1 Butt-Kicking and +1 Charm.

#122 *Vampire Embrace* – After this card is used, the afflicted *Human Companion/Minion* loses the Human Trait, and is now a Vampire. It keeps its original character type, so it can only attempt challenges of its alignment. Your Evil characters may not attempt Good challenges along with your Companion, and vice versa.

If a *Vampire Embrace* ever results in a player having two of the same Companion (violating uniqueness rules) then that player now has two of the same Companion in play.

Example. Mikki has *Cordelia* in play. Mikki is using *Angel* as her Main Character and she “sires” her opponent’s *Cordelia* via *Vampire Embrace*. Mikki now has two *Cordelia* under her control.

#125 *Stake ‘Em High* – The 2 Action Cards that you use immediately after *Stake ‘Em High* must be Action cards you could normally play during the Challenge/Battle or Fight/Battle stage (whichever Challenge or Fight you are in), and must be used for their card effect (so they cannot be placed into Talent Stacks).

#126 *I Quit* – *I Quit* can only be used on your characters, not your opponent’s characters.

When you use *I Quit* and remove your character from a fight you lose the fight. If the quitting character is your Main Character you do not lose a Destiny Point for the fight. Both players still discard down to 5 cards in their hand.

While facing a challenge, if you use *I Quit* on the last character facing the challenge, you still resolve the challenge normally except that, since you have no characters facing the challenge, you lose the challenge (and therefore a Destiny Point) automatically. Both players still discard down to 5 cards in their hand.

#127 *Computer Invasion* - Items and skills may still be placed into Talent Stacks during any Fights and Challenges the turn *Computer Invasion* is played.

#134 *Offer Of Ugly Death* – This card’s effect works until the end of the turn.

#135 *Shaky On The Dismount* – This card’s effect works until the end of the turn.

#136 *Trans-possession* – You can only use Trans-possession on characters you control. Those characters do not have to be at the same Location.

#151 *Willow Rosenberg level 2* – Read as “Human. Spellcraft. Once per turn, during the Resource Step, fatigue Willow to gain 1 extra Destiny Point.”

#157 *Drusilla level 3* – Read as “... the top 5 cards of your Resource Deck... “instead of “... top 5 cards of your Resource Step.”

#163 *Hospital* – Only use this card’s effect during the Resource Step.

#170 *Self-Referential Humor* – This card’s effect works until the end of the turn.

#173 *Alone* – This card’s effect works until the end of the turn.

#176 *Master Bones* – Has the text “Send to the Crypt after use” added to the end of the card.

#124 *Dig Up The Corpses* – Has the text “Send to the Crypt after use” added to the end of the card.

#191 *Spike level 1* – Read as “... during the Resource Step to give *Spike* +1 to a talent of your choice, until the end of the turn.”

#193 *Buffy Essence Card* – If a Challenge has 2 or more talents that are tied for the lowest Talent on the Challenge, you choose 1 of those Talents to be affected before the Challenge/Choose stage. This Essence Card can affect only 1 Talent.