

Buffy the Vampire Slayer CCG Card Spoilers
July 6, 2002

Challenges

Set	#	Name	G/E	Dest	BK	SM	WE	CH	Text
PP	1	Feeding Time	E	1	10				
PP	2	From the Ashes of Five Dead	E	2		4	7		If Ashes of Five Dead is assigned to a character facing this challenge, the controlling player receives 1 extra Destiny Point upon completing it.
PP	3	Young Frankenstein	E	1		6	4		If Body of a Dead Cheerleader is assigned to a character facing this challenge, the controlling player receives 1 extra Destiny Point upon completing it.
PP	4	Facing Your Fear	E	2			10	3	
PP	5	Welcome to the Harvest	E	3	8		4		This challenge can only be faced at night.
PP	6	Abduction	E	3	5		5		When you defeat this challenge, choose a Companion or Minion your opponent controls, fatigue that character, and move it to this location.
PP	7	Body Switch	E	4			9	3	Trait Requirement: Spellcraft.
PP	8	On Patrol	G	1	10				
PP	9	A Quick Jaunt to the Funeral Home	G	4	3	9			If Ring of Prophecy is assigned to a character facing this challenge, the controlling player receives 1 extra Destiny Point upon completing this challenge. Trait Requirement: Demonology.
PP	10	Cheerleader Tryouts	G	1				9	If Cordelia is used to defeat this challenge, the controlling player gains 1 extra Destiny Point upon completing it.
PP	11	Oh, May Queen	G	4		4		7	Trait Requirement: Spellcraft.
PP	12	Mayhem at the Bronze	G	2	9				Assign to The Bronze.
PP	13	A Dead Cheerleader Is a Good Cheerleader	G	3			8	4	If Sentient Cheerleading Trophy is assigned to a character facing this challenge, the controlling player receives 1 extra Destiny Point upon completing it.
PP	14	You Can Trust the Technopagan	G	4		10	4		Trait Requirement: Computer.
PP	47	Primal Urges	E	4	8		3		Trait Requirement: Occult.
PP	48	Reviving the Master	E	3	3		8		Assign to any subterranean location.
PP	49	Festival of Saint Vigeous	E	5	8		4		Assign to any school location. Spike must be used to defeat this challenge.

Set	#	Name	G/E	Dest	BK	SM	WE	CH	Text
PP	50	Turn Them On Each Other	E	5		9	4		Darla must be used to defeat this challenge.
PP	51	Hyenas in the Principal's Office	G	4		9		4	Assign to any school, outdoor, or town location. Trait Requirement: Occult.
PP	52	Never Kill a Boy on the First Date	G	5		3		9	Buffy and Owen must both be used to defeat this challenge.
PP	53	When Good Mothers Go Bad	G	5		5	8		Trait Requirement: Spellcraft, Occult.
PP	54	Why Yes, I am a Praying Mantis	G	6	8	1	3		This challenge may only be face at night. Xander must be used to defeat this challenge. Trait Requirement: Demonology.
PP	55	Parent Teacher Night	G	3	4			7	Buffy must be used to defeat this challenge.
PP	139	A Boy and His Guillotine	E	6		8	1	4	Assign to Sunnydale High School Auditorium. You must have An Innocent Guillotine assigned to one of the characters facing this challenge to complete it. Trait Requirement: Demonology.
PP	140	I Robot, You Jane	E	6		4	1	9	Assign to Sunnydale High School Library or CRD Complex. You must have Tome of Moloch assigned to one of the characters facing this challenge to defeat it.
PP	141	The Master Returns	E	6		9	1	3	Assign to Pool of Blood. The Master cannot be used to defeat this challenge. Trait Requirement: Spellcraft.
PP	142	Pergamum Prophecy	E	6	10	1	3		Assign to the Lair of the Master. To complete this challenge you must have the Pergamum Codex assigned to one of the characters facing this challenge.
PP	143	The Talent Show Must Go On	G	6		4	5	6	Assign to Sunnydale High School Auditorium. You must have Empty Puppet Case assigned to one of the characters facing this challenge to complete it.
PP	144	Nightmares of Mine	G	6	1	4	8		Assign to the Hospital. You must have Lucky 19 Baseball Jersey assigned to one of the characters facing this challenge to complete it. Trait Requirement: Demonology.
PP	145	Demonic Smackdown	G	6	9	3	1		Assign to the Lair of the Master. You must have the Pergamum Codex assigned to one of the characters facing this challenge to complete it.
PP	Pre3	Breaking the Bones	G	3	8		4		Buffy must be used to defeat this challenge.
AC	1	Bad Eggs	G	1	3		4		Assign to any school location.

Set	#	Name	G/E	Dest	BK	SM	WE	CH	Text
AC	2	Die Young and Stay Pretty	E	2		4		3	Assign to the Sunset Club. Billy Fordham must be used to defeat this challenge.
AC	3	Love Sucks	G	2	7			2	Assign to the Vampire Mansion. Buffy must be used to defeat this challenge.
AC	4	Death Stalks the Dream	E	2		7	2		This challenge can only be faced at night. If Der Kindestod is used to defeat this challenge, you gain +1 extra Destiny Point.
AC	33	A Soul's Revenge	G	3		8	2		If Jenny Calendar, or a character that has the Orb of Thesulah attached is used to defeat this challenge, you gain 1 extra Destiny Point (or 2 extra if both). Trait Requirement: Spellcraft.
AC	34	An American Werewolf in Sunnydale.	G	4	6		6		Face only at night. When you choose Oz to face this challenge, and you have enough Destiny Points to ascend, you may search your Resource Deck for Oz level 2, ascend Oz and shuffle the Resource Deck. Trait Requirement: Occult
AC	35	New Dad in Town	E	3	2			8	Assign to 1630 Revello Drive (Summer's House). Ted Buchanan must be used to defeat this challenge.
AC	36	Something Fishy This Way Comes	E	3	8		2		Assign to an outdoor location. Coach Marin must be used to defeat this challenge. Trait Requirement: Occult
AC	37	The Dark Age	G	4	4		10		Assign to Ethan's Costume Shop. If Mark of Eyghon is attached to a character facing this challenge, the controlling player receives 1 extra Destiny Point. Trait Requirement: Occult
AC	83	It's The End of the World As We Know It	E	5	9	5	3		You must have Ritual of Acatla assigned to one of the characters facing this challenge to defeat it. Angelus must be used to defeat this challenge.
AC	84	Jigsaw Judge	E	4		6	8		Assign to the warehouse. The disembodied arm must be attached to one of your characters at this location in order to face this challenge.
AC	85	Ritual of Eligor	E	4			6	6	Assign to the warehouse. Drusilla must be used to defeat this challenge. When defeated, Drusilla gains +2 Butt-Kicking until she is discarded. Trait Requirement: Spellcraft

Set	#	Name	G/E	Dest	BK	SM	WE	CH	Text
AC	P1	My Bloody Valentine	E	4		6		8	Angelus must be used to defeat this challenge.

Locations

Set	#	Name	Where?	Unique?	Text
PP	15	The Bronze	Town	Unique	Fatigued Companions at this location can Stunt-Double in a fight for any Hero located here.
PP	16	Weatherly Park Bike Trail	Outdoor	Non-Unique	Moving from this location to Sunnydale Park, or from Sunnydale Park to this location does not fatigue characters.
PP	17	Natalie French's Cellar	Town	Unique	If Natalie French is refreshed at this location at the start of the Refresh Step, Companions with Smarts of 2 or less do not refresh when located here for that turn.
PP	18	The Nest	School	Non-Unique	You cannot move directly from Sunnydale Park to this location or vice versa.
PP	19	Pool of Blood	Subterranean	Unique	If a character with Demonology defeats The Master Returns at this location, you gain 1 extra Destiny Point.
PP	20	Streets of Sunnydale	Outdoor	Non-Unique	Heroes and Companions at this location gain +1 to all of their talents during the day and -1 to all of their talents during the night.
PP	21	Mausoleum	Outdoor	Non-Unique	During a fight or challenge at this location action cards cannot be used for their effects, and can only be used to give bonuses to talents.
PP	22	Power Station	Outdoor	Unique	Characters at this location that are attacked and are not defeated cannot be attacked again this turn.
PP	23	Public Restroom	Indoor	Non-Unique	You may move to any school location instead of moving to an adjacent location from Public Restroom.
PP	24	Sunnydale School Hallways	School	Unique	Moving to a school location from this location does not count as a move. Can be used once per turn per player during the Movement Step.
PP	84	Sunnydale High School Library	School	Unique	Heroes and Companions at this location gain +1 Smarts.
PP	85	1630 Revello Drive (Summer's House)	Town	Unique	Heroes and Companions at this location may be equipped to carry an extra item. Only one additional item per character can be attached because of this location.

Set	#	Name	Where?	Unique?	Text
PP	86	Tunnels	Subterranean	Unique	Fatigue a character located here to move it to any other location in play. Can only be used during the Movement Step.
PP	87	Madison House	Town	Unique	Characters gain the Spellcraft trait while at this location.
PP	88	Sunnydale Funeral Home	Town	Unique	Character card powers to not work at this location.
PP	89	Cemetary	Outdoor	Unique	Villains and Minions assigned to this location gain +1 Butt-Kicking.
PP	90	Hyena Exhibit	Town	Unique	Characters gain +1 Weirdness at this location.
PP	91	Sunnydale High School Computer Lab	School	Unique	Characters gain the Computer trait while located here.
PP	92	CRD	Town	Unique	Villians and Minions at this location may be equipped to carry an extra item. Only one additional item per character can be attached because of this location.
PP	93	Sunnydale School Lawn	School	Unique	Once during the Movement Step, fatigue one of your characters at this location to move one of our opponent's Minions or Companions to this location.
PP	94	Warehouse	Indoor	Unique	Villains and Minions gain +1 Smarts while at this location.
PP	161	Sunnydale High School Auditorium	School	Unique	Moving to or from this location fatigues Villains and Minions.
PP	162	Lair of the Master	Subterranean	Unique	Once per turn, do not fatigue a Villain at this location when attaching a skill.
PP	163	Hospital	Town	Unique	Once per turn, during the Resource Step, discard an action card to refresh a fatigued character located here.
PP	164	Football Field	Outdoor	Unique	Once per turn, do not fatigue a Hero at this location when attaching a skill.
PP	Pre1	Alley	Town	Unique	Moving to or from this location fatigues Companions.
PP	Pre2	Sunnydale High School Lobby	School	Unique	Moving from this location to any other school location does not count as a move.
AC	7	50's Time Capsule	Indoor	Unique	Once per turn, if a player has a character here, that player may shuffle one item in her discard pile back into her Resource Deck.
AC	8	Dragon's Cove Magic Shop	Town	Unique	During the Movement Step you may move to any town location instead of an adjacent location from Dragon's Cove Magic Shop.
AC	9	Ethan's Costume Shop	Indoor	Unique	Ethan Rayne and Rupert Giles gain +1 Weirdness while at this location.
AC	10	Sunset Club	Indoor	Unique	During the Prologue Step, any characters here gain the Vampire Trait until the end of the turn.

Set	#	Name	Where?	Unique?	Text
AC	51	Army Base	Outdoor	Unique	During the Prologue Step, if you have at least two refreshed characters here, all your opponents must discard two cards, if possible. 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.
AC	52	Sunnydale City Morgue	Indoor	Unique	Once per turn, you may fatigue one of your characters here to search your discard pile for 1 Companion or Minion and place it in your hand.
AC	53	Willy's Bar	Indoor	Unique	Once per turn during the Resource Step, you may fatigue your character here to take the top card or your Challenge Deck and place it at the bottom of your Challenge Deck.
AC	102	Natural History Museum	Indoor	Unique	If a challenge can legally be played at this location, it must be played here.
AC	103	Vampire Mansion	Indoor	Unique	If Spike, Drusilla and/or Angelus are here during the Prologue Step, each of those characters at Vampire Mansion gain +1 to any talent of your choosing for the remainder of the turn.
AC	120	St. Du Lac Mausoleum	Outdoor	Unique	Once per turn, you may fatigue your character here to search your Resource Deck for an item that can legally be attached to that character and attach it. Reshuffle your Resource Deck.
AC	P4	Rupert's Pad	Town	Unique	Once per turn during the Resource Step, you may fatigue your Hero or Villian here to retrieve 1 skill or item with a talent requirement from your discard pile to your hand.

Essences

Set	#	Name	Type	Text
PP	193	Buffy Summers	Slayer-Hero	Reduce the lowest talent on a challenge by 2 when Buffy is facing it. 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 effected before the Challenge/Choose stage. This Essence Card can affect only 1 Talent.
PP	194	Rupert Giles	Human	You do not have to fatigue Giles to use any power on his character card.
PP	195	Willow Rosenberg	Human	Willow gains the Spellcraft and Computers traits and +1 Weirdness and +1 Smarts.
PP	196	Angel	Vampire	Angel gains +2 Butt-Kicking whenever he fights a Vampire.

Set	#	Name	Type	Text
PP	197	The Master	Vampire	Discard a refreshed character you control to refresh The Master.
PP	198	Collin, the Anointed One	Vampire	Fatigue one of your vampires to fatigue any Companion or Minion during the Resource Step.
PP	199	Spike	Vampire	Any skills or items attached to Spike give him an additional +1 for that talent.
PP	200	Drusilla	Vampire	If Spike is in play, Drusilla gains +1 to all of her talents.
AC	122	Xander	Human	Xander is considered a Hero instead of a Companion. Xander gains +1 to all of his talents for meeting the talent requirements on actions, skills and items.
AC	123	Kendra	Slayer	Kendra gains +1 Butt-Kicking while in a fight. Kendra gains +1 Smarts while facing a challenge.
AC	124	Cordelia	Human	Cordelia is considered a hero instead of a Companion. Once during the end step you may rearrange the top 2 cards of your challenge deck in any order. "Once" refers to once per turn, not once per game.
AC	125	Angelus	Vampire	Angelus does not get a -1 to his talents when fatigued. If Angelus wins a fight against a Hero, you gain 1 extra Destiny Point.

Characters/Personalities

Set	#	Name	Hero/Comp Villain/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	56	Billy Palmer	Companion	1		0	1	1	0	Human. Billy Palmer gains +2 Smarts when confronting the Nightmares of Mine challenge.
PP	57	Cordelia	Companion	1		0	0	0	3	Human. Once per turn, Cordelia can fatigue a Companion or Minion assigned to the same location during the Resource Step.
PP	58	Jenny Calendar	Companion	1		0	2	1	0	Human. Computer, Demonology. Once per turn, Jenny Calendar can avoid being fatigued from something that would normally fatigue her.
PP	59	Owen Thurman	Companion	1		1	0	0	1	Human. Owen gains +1 Butt-Kicking when at the same location as Buffy.
PP	60	Sid	Companion	1		0	1	1	0	Demonology. Sid gains +2 Smarts while confronting The Talent Show Must Go On Challenge.
PP	61	Xander	Companion	1		1	1	0	1	Human. Computer. Xander gains +1 Charm while Cordelia is in play.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	62	Jesse	Minion	1		1	0	0	1	Vampire. When in a fight with another character, ignore the effects of Hair Flip for the fight.
PP	63	Andrew Borba	Minion	1		2	0	1	0	Vampire. Andrew gains +1 Butt-Kicking when fighting a Companion. Andrew gains an additional +1 Butt-Kicking if that Companion is Owen.
PP	64	Catherine Madison	Minion	1		0	1	2	0	Human. Spellcraft. Catherine Madison may be equipped with one extra item.
PP	65	Chris Epps	Minion	1		0	2	1	0	Human. Fatigue Chris Epps to refresh another Minion you control.
PP	66	Claw	Minion	1		2	0	1	0	Vampire. Once per turn, anything that would normally fatigue Claw during the Movement Step does not fatigue him
PP	67	Fritz	Minion	1		0	2	1	0	Human. Computer. If Fritz is refreshed at the beginning of the turn, you may have up to 6 cards in your hand at the end of the Draw Step.
PP	68	Luke	Minion	1		3	0	1	0	Vampire.
PP	69	Moloch, the Corruptor	Minion	1		1	0	0	1	Monster. Computer. The Tome of Moloch provides an extra +1 Butt-Kicking when assigned to Moloch.
PP	70	Natalie French	Minion	1		2	0	1	0	Monster. When at Natalie French's Cellar, skills that provide bonuses to talents provide a +1 Bonus for Natalie.
PP	71	The Ugly Man	Minion	1		0	0	1	0	The Ugly Man gains +2 Butt-Kicking when in a fight. The Ugly Man can only equip 1 item.
PP	72	The Pack	Minion	1		2	1	1	0	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.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	73	The Three	Minion	1		2	0	1	0	Vampire. You can have up to 3 copies of The Three in play at one time. If you turn The Three into a Villain, you can keep and add copies of The Three in play because their card power overwrites the rule that Villains and Heroes must be unique in play. If your opponent turns The Three into a Villain, and if you have at least 1 copy of The Three in play when your opponent turns a copy of The Three into a Villain, you can still place more copies of The Three in play. If you have no copies of The Three in play while your opponent has a Villain version of The Three in play, you cannot place copies of The Three in play.
PP	74	Marc, The Organ Stealer	Minion	1		1	0	1	0	Monster. Marc gains +2 Weirdness when facing the A Boy and His Guillotine challenge.
PP	75	Absalom	Minion	1		0	0	2	0	Vampire. Absalom gains +2 Butt-Kicking when at the same location as Collin, The Anointed One.
PP	76	Dr. Gregory	Companion	1		0	3	0	0	Human. Computer.
PP	77	Joyce Summers	Companion	1		0	1	0	1	Human. If Joyce is refreshed at the beginning of the turn, you can have up to 6 cards in your hand at the end of the Draw Step.
PP	78	Coach Herrold	Companion	1		1	1	0	0	Human. Coach Harrold gains +2 Butt-Kicking when located at any school location.
PP	79	Mitch	Companion	1		1	0	0	1	Human. Once per turn, anything that would normally fatigue Mitch during the Movement Step does not fatigue him.
PP	80	Harmony	Companion	1		0	0	0	2	Human. Harmony gains +1 Charm and +1 Smarts when at the same location as Cordelia.
PP	81	Hank Summers	Companion	1		1	1	0	0	Human. Hank Summers may be equipped with one extra item.
PP	82	Blayne Mall	Companion	1		1	0	0	1	Human. Fatigue Blayne Mall to refresh another Companion you control.
PP	83	Amber Grove	Companion	1		0	0	0	2	Human. Amber Grove gains +1 Charm when located at any school location.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	146	Angel	Hero	2	4	1	2	1	3	Vampire. Angel gains +2 Charm while Buffy is in play.
PP	147	Angel	Hero	3	7	2	2	1	3	Vampire. Once during the Resource Step, you can search your Resource Deck for any level of Buffy and place her in your hand.
PP	148	Buffy Summers	Slayer-Hero	2	3	3	1	2	2	Human. Buffy gains +1 Butt-Kicking against all vampires.
PP	149	Rupert Giles	Hero	2	3	1	5	2	0	Human. Demonology. Spellcraft. Once per turn, fatigue Giles during the Resource Step to search your Resource Deck for any item or skill, show it to your opponent, and put it into your hand.
PP	150	Rupert Giles	Hero	3	7	1	5	3	0	Human. Demonology. Spellcraft. Once per turn, fatigue Giles during the Resource Step to search your Resource Deck for any card and put it into your hand.
PP	151	Willow Rosenberg	Hero	2	5	0	3	1	2	Human. Spellcraft. Once per turn, during the Resource Step, fatigue Willow to gain 1 extra Destiny Point.
PP	152	Willow Rosenberg	Hero	3	7	0	4	2	2	Human. Spellcraft. Computer.
PP	153	Collin, the Anointed One	Villian	2	4	0	4	3	1	Vampire. Fatigue Collin during the Resource Step to search your Resource Deck for any Vampire, show it to your opponent, and put it into your hand.
PP	154	Collin, the Anointed One	Villian	3	7	0	5	3	1	Vampire. Demonology. All vampires you control at this location gain +2 Butt-Kicking.
PP	155	Darla	Minion	1		0	0	1	2	Vampire. All of your other Vampires at this location gain +1 Butt-Kicking. Angel loses -1 Charm when at the same location as Darla.
PP	156	Drusilla	Villian	2	3	0	2	3	2	Vampire. Fatigue Drusilla during the Resource Step to look at the top 5 cards of your Resource Deck. Choose one of those cards and place it into your hand and discard the other 4 cards.
PP	157	Drusilla	Villian	3	6	0	3	3	2	Vampire. Fatigue Drusilla during the Resource Step to look at the top 5 cards of your Resource Deck, Choose 2 cards and place them into your hand and discard the other 3 cards.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	158	Spike	Villian	2	3	3	2	1	1	Vampire. Spike gains +1 to all of his talents if you have Drusilla in play.
PP	159	Spike	Villian	3	7	3	2	1	2	Vampire. Spike gains +1 to all his talents if you have Drusilla in play. Spike may move to the same location as Collin, the Anointed One during the Movement Step without fatiguing.
PP	160	The Master	Villian	2	4	2	3	3	0	Vampire. Spellcraft. All Vampires you control gain +1 Butt-Kicking.
PP	181	The Master	Villian	3	7	3	3	3	0	Vampire. Spellcraft. All Vampires you control gain +2 Butt-Kicking. For every challenge The Master defeats, you gain 1 extra Destiny Point.
PP	182	Buffy Summers	Slayer-Hero	3	7	4	1	2	2	Human. Fatigue Buffy during the Resource Step to discard any Minion at this location.
PP	185	Angel	Hero	1		0	2	1	3	Vampire. Angel gains +1 Butt-Kicking in a fight.
PP	186	Buffy Summers	Slayer-Hero	1		3	0	2	2	Human. Whenever Buffy is fighting an opponents Main Character, she gains +1 Butt-Kicking.
PP	187	Rupert Giles	Hero	1		1	4	2	1	Human. Demonology. Once per turn, fatigue Giles during the Resource Step to search your Resource Deck for any item or skill with a Smarts talent requirement, show it to your opponent, and put it in your hand.
PP	188	Willow Rosenberg	Hero	1		0	3	1	1	Human. Computer. Willow gains +1 Smarts when confronting a challenge with a Smarts requirement.
PP	189	Collin, the Anointed One	Villian	1		0	4	2	1	Vampire. Once a turn, fatigue Collin when he's attacked to refresh one of your Minions in the same location. The character Collin refreshed is now your character in the fight.
PP	190	Drusilla	Villian	1		0	2	2	2	Vampire. Fatigue Drusilla during the Resource Step to either draw a card or make your opponent discard a card.
PP	191	Spike	Villian	1		3	2	1	0	Vampire. Fatigue a Minion you control at the same location as Spike during the Resource Step to give Spike +1 to a talent of your choice, until the end of the turn.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	192	The Master	Villian	1		2	2	3	0	Vampire. Once per turn you may refresh The Master by fatiguing a Vampire you control that is at the same location.
PP	Pre4	Principal Snyder	Minion	1		0	2	0	0	Human. While at a school location. Principal Snyder is considered to be a Villain instead of a Minion.
PP	WW1	Spike	Villian	1		3	1	2	0	Vampire. Fatigue Spike during the Resource Step to search your Resource Deck for Drusilla level 1 and place her into play at Spike's location.
PP	HH1	Buffy Summers	Slayer-Hero	1		3	0	2	2	Whenever Buffy is fighting an opponent's Main Character, she gains +1 Butt-Kicking.
AC	5	Coach Marin	Minion	1		1	0	2	0	Human. Coach Marin gains +1 Butt-Kicking while at the same location as Gill Monster.
AC	6	Dalton	Minion	1		0	3	0	0	Vampire. Occult.
AC	38	Amy Madison	Companion	1		0	2	0	1	Human. Spellcraft. Once per turn, fatigue Amy Madison during the Resource Step to refresh any character with the Spellcraft trait.
AC	39	Billy Fordham	Minion	1		0	1	0	2	Human. While located at the Sunset Club, Billy Fordham is considered to be a Villain instead of a Minion.
AC	40	Cameron Walker	Companion	1		0	0	1	2	Human. When resolving a fight, you may replace Cameron's Butt-Kicking with his Charm. Talent stacks are excluded from this effect.
AC	41	Der Kindestod	Minion	1		1	0	2	0	Demon. Fatigue during the Resource Step to give a Human here -1 to all talents for the remainder of the turn. If at the Hospital, the Human gets a -2 instead.
AC	42	Doug Perren	Companion	1		0	2	0	1	Human. Science. Occult. Fatigue Doug Perren during the Resource Step and choose 1 character. That character may attach an extra skill this turn.
AC	43	Ethan Rayne	Minion	1		0	1	2	0	Human. Spellcraft. All other Minions sharing a location with Ethan Rayne gain the Demonology Trait while with Ethan.
AC	44	Gill Monster	Minion	1		2	0	1	0	Monster. Gill Monster gains +1 Butt-Kicking while at an outdoor location.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
AC	45	Kendra	Slayer-Hero	1		3	2	1	0	Human. You do not lose Destiny Points when Kendra loses a fight.
AC	46	Oz	Companion	1		1	3	1	0	Human. Oz gains +2 Charm when at the same location as Willow.
AC	47	Oz	Companion	2	2	4	0	2	0	Werewolf. During the Refresh Step, if it is day, send Oz's level 2 to the Crypt. Any other attached cards remain attached.
AC	48	Ted Buchanan	Minion	1		2	0	0	1	Robot. Once per turn, discard an item attached to Ted to refresh him. If the 50's Time Capsule is in play and Ted is defeated in a fight, move him there fatigued instead of to the discard pile.
AC	49	Willy	Minion	1		0	2	1	0	Human. If a player has 4 or more challenges in play, you may fatigue Willy during the Resource Step and choose an opponent. That opponent must choose one of her challenges and shuffle it back into her Challenge Deck. Any player, including yourself, may be the player that has 4 or more Challenges in play to use Willy's effect power.
AC	50	Xander	Companion	1		1	2	1	1	Human. Xander may Stunt-Double for Cordelia while fatigued. During the Movement Step, if Xander is not in Sunnydale Park, he may move to Cordelia's location instead of an adjacent location.
AC	86	Angel	Hero	1		1	1	2	2	Vampire. When Angel starts a fight, draw 1 extra card.
AC	87	Angelus	Villian	1		4	1	2	0	Vampire. Angelus gains +2 Smarts while facing a challenge.
AC	88	Angelus	Villian	2	5	5	2	3	2	Vampire.
AC	89	Buffy Summers	Slayer-Hero	1		0	0	2	5	Human. You can only use this card if Buffy is your main character. Buffy cannot start a fight. Fatigue Buffy during the Resource Step to fatigue any character at her location.
AC	90	Collin, The Anointed One	Villian	4	8	1	5	3	0	Vampire. Demonology. All Vampires at this location gain +2 Butt-Kicking. Once per Resource Step, you may search your Resource Deck for any Vampire, show it to your opponent, and place it in your hand.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
AC	91	Cordelia	Companion	2	3	0	0	0	4	Human. When Cordelia starts a fight choose Charm or Butt-Kicking. The chosen Talent is now the Resolving Talent for this fight.
AC	92	Drusilla	Villian	2	4	1	2	2	2	Vampire. Fatigue Drusilla during the Resource Step and discard a card. Draw 2 cards.
AC	93	Jenny Calendar	Companion	2	3	0	2	2	0	Human. Demonology. Computer. Spellcraft. Jenny Calendar gains +1 Weirdness and +1 Smarts against challenges requiring the Spellcraft Trait.
AC	94	Kendra	Slayer-Hero	2	5	4	2	2	0	Human. When Kendra wins a fight against a Vampire, you do not discard down to five cards.
AC	95	Principal Snyder	Villian	2	3	0	2	2	0	Human. Demonology. Principal Snyder gains +1 Smarts and +1 Weirdness when at any school location.
AC	96	Rupert Giles	Hero	2	3	2	4	2	0	Human. Demonology. Spellcraft. If Giles starts a fight against a character with the Spellcraft, Demonology, or Occult Traits, any cards played into the Talent Stack for Butt-Kicking are increased by 1.
AC	97	Spike	Villian	2	4	1	4	3	0	Vampire. Spike may not start a fight. When Spike faces a challenge, any cards you place in a talent stack for Smarts are increased by 1.
AC	98	The Judge	Villian	1		6	1	4	0	Demon. You must defeat the Jigsaw Judge challenge before you can place The Judge into play. You may discard The Judge from your hand to search your Challenge Deck for Jigsaw Judge, shuffle the remaining challenges, and place Jigsaw Judge on top.
AC	99	The Master	Villian	3	7	3	3	3	0	Vampire. Spellcraft. Once during the Resource Step, fatigue The Master to choose an opponent to discard 2 cards from her hand.
AC	100	Uncle Enyos	Companion	1		0	2	2	0	Human. Spellcraft. Occult. Demonology.
AC	101	Willow Rosenberg	Hero	3	6	0	4	2	2	Human. Spellcraft. Whenever your opponent faces a challenge at Willows' location, you draw 6 cards instead of 3.
AC	Pre3	Lily	Companion	1		0	1	1	2	Human. If Lily faces a challenge with Buffy and the challenge is defeated, you gain 1 extra Destiny Point.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
AC	P2	Octarus	Minion	1		3	0	0	0	Supernatural Assassin. If Octarus wins a fight, you may discard 2 action cards from your hand during the fight's resolution to keep him from fatiguing.
AC	P3	Whistler	Companion	1		0	2	1	1	Demon. While Whistler is in play, players may look at any Challenge Deck without rearranging the order of the challenges. If Whistler is discarded or sent to the Crypt, all players shuffle their Challenge Deck.

Skills

Set	#	Name	Requires	Text
PP	25	Animal Intensity		Assign to a Minion. Minion is now considered a Villian.
PP	26	Varsity Training		Assign to a Companion. Companion is now considered a Hero.
PP	95	Watcher Training		Character gains +2 Butt-Kicking.
PP	96	Off-the-charts Smart		Character gains +2 Smarts.
PP	97	Expert on the Weird		Character gains +2 Weirdness.
PP	98	Babe-li-tude		Character gains +2 Charm.
PP	99	Power of the Black Mass	1 – WE	Character gains the Spellcraft Trait.
PP	100	Technopaganism	1 – SM	Character gains the Computer Trait.
PP	101	Scully Me	1 – SM	Character gains the Occult Trait.
PP	102	Demonology 101	1 – WE	Character gains the Demonology Trait.
PP	103	Gone Binary	2 – SM	Once per turn, fatigue this character during the Resource Step to draw a card.
PP	104	Morning Person		Character gains +1 to all talents during the day and –1 to all talents during the night.
PP	105	Pack Rat		Assign to a Hero or Villian. This character can now carry an additional item.
PP	106	Fast Pace		Character may move to any location during the Movement Step. Your character still uses a movement to do this.
PP	165	Real Literary-like		This character doesn't fatigue to attach new skills.
PP	184	Primal Connection		While this character is at Sunnydale Park and your opponent has no characters there, you are considered to have 2 extra Destiny Points you can use to ascend characters and/or win the game.
AC	12	Gypsy Curse		Character needs Occult to attach. Fatigue this character to fatigue a Minion.

Set	#	Name	Requires	Text
AC	13	Machiavellian Ingenuity		When resolving a fight or challenge, discard Machiavellian Ingenuity to replace this character's Butt-Kicking with his Weirdness. Talent stacks are excluded from this effect. You do not have to use and discard Machiavellian Ingenuity when resolving a fight or challenge.
AC	14	Ritual of Restoration		Character needs Spellcraft to attach. Fatigue assigned character to take a character from your discard pile and shuffle it back into your Resource Deck.
AC	16	The Look	3 – CH	When resolving a fight or challenge, discard The Look to replace this character's Butt-Kicking with her Charm. Talent stacks are excluded from this effect. You do not have to use and discard The Look when resolving a fight or challenge.
AC	18	Wisdom	3 – SM	When resolving a fight or challenge, discard Wisdom to replace this character's Butt-Kicking with her Smarts. Talent stacks are excluded from this effect. You do not have to use and discard Wisdom when resolving a fight or challenge.
AC	54	Black Lagoon Aromatherapy		During a challenge, this character gains the Occult Trait, +1 Weirdness. If assigned to Gill Monster, it gains an additional +2 Weirdness when facing challenges.
AC	55	Diana's Touch		Character needs Spellcraft to attach. Fatigue this character to give a chosen character +3 Charm for the remainder of the turn.
AC	59	Wavering Power		Drusilla only. Whenever Drusilla uses her character card power to draw cards, she draws 1 additional card. Limit 1 per deck.
AC	60	Weapon's Expert	2 – BK	During a fight, choose one of the items attached to this character and double its Butt-Kicking bonus for this fight. You can choose a different item each time you fight. Each character may only have 1 Weapon's Expert attached.
AC	110	What Doesn't Kill You ...		Spike only. Spike gains +1 Butt-Kicking, Smarts and Weirdness. Limit 1 per deck.
AC	119	Ritual of Acatla		Character needs Demonology to attach. During the End Step, you may fatigue this character and another character here with the Spellcraft Trait to send Ritual of Acatla to the Crypt, and search your Challenge Deck for any challenge and place it in play at an eligible location. Shuffle your Challenge Deck afterward.
AC	P5	Everyday Vamp Hijinks		Assign to a Vampire. Discard Everyday Vamp Hijinks during a challenge and choose a talent. This character gains +2 to that talent for the remainder of the challenge.

Items

Set	#	Name	Requires	Text
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Set	#	Name	Requires	Text
PP	27	Electrical Tunnels Schematic		Discard this item during the Movement Step to move this character to any location. This counts as a move for the character.
PP	28	Empty Puppet Case	1 – SM	Fatigue this item during the Resource Step and discard a card. Draw a card.
PP	107	Stake & Crossbow	1 – BK	Character gains +1 Butt-Kicking. If the character is fighting a Vampire, the character gains and additional +1 Butt-Kicking during the fight.
PP	108	Lucky 19 Baseball Jersey	1 – WE	Character gains +1 Weirdness.
PP	109	May Queen Dress	1 – CH	Character gains +1 Charm.
PP	110	Tome of Moloch	1 – SM	Character gains +1 Smarts.
PP	111	Fire Axe		Character gains +1 Butt-Kicking.
PP	112	Ring of Prophecy		If a Vampire has this item, the Vampire may also move once during day turns.
PP	113	Bat Sonar	1 – SM	Character gains +1 Weirdness. During a fight or a challenge, the character may discard Bat Sonar to give this character +2 Weirdness until the end of the fight or challenge.
PP	114	Metal Robot Body		Must be assigned to a Minion. The Minion may Stunt-Double during fights even when fatigued.
PP	115	Sledgehammer		If another item is giving this character a bonus, Sledgehammer gives the character +1 to that talent.
PP	116	Sentient Cheerleading Trophy		Assign to a Hero or Companion. Discard this card during the Resource Step to discard any Minion with the Spellcraft Trait.
PP	117	Giles-mobile		Fatigue this character to move it to any location during the Movement Step.
PP	118	An Innocent Guillotine		You may play this item on one of your opponent's characters, if that character can hold another item. This character does not refresh. Discard this item at the beginning of the Movement Step.
PP	166	Spellcasting Dolls		Character may face good and evil challenges.
PP	167	Pergamum Codex		Assign to a Villain or Hero. Companions may not start a fight with this character unless they have a total Butt-Kicking of 3 or more.
PP	168	Ashes of Five Dead		Assign to a Villian or Hero. Minions may not start a fight with this character unless they have a total Butt-Kicking of 3 or more.
PP	Pre5	Manacles		Discard this item during the Resource Step, look at your opponent's hand. Choose a card in their hand, and make them discard the card.
PP	P7	Cross		Whenever a Vampire chooses to attack this character, discard Cross to stop the fight and fatigue the Vampire.
PP	P8	Bracelet	1 – CH	Character gains +1 Charm. If this character gets this item from trading with Xander, the character gains an additional +1 Charm.

Set	#	Name	Requires	Text
PP	P9	Quarterstaff	3 – BK	Character gains +1 Butt-Kicking and an additional +1 Butt-Kicking during a fight. Quarterstaff is considered to be 2 items. Spike's Essence card affects Quarterstaff twice, since it counts as two items. This results in an overall +2 BK from Spike's Essence.
AC	11	Body of a Dead Cheerleader	1 – WE	Must be assigned to a Villain or Minion. Character gains +1 Weirdness. If this card is attached to Chris Epps, he gains an additional +1 Weirdness.
AC	15	Spike's Car		If a Vampire has this item, the Vampire may move once during day turns. If Spike has this item, he can move twice during day turns instead.
AC	17	Tweed Mail		Discard Tweed Mail during a fight to choose a talent. Character gains +1 to this talent for this fight. If this card is attached to Giles, it does not count towards your 2 item limit. Each character may only have 1 Tweed Mail attached.
AC	56	Mummy's Seal		This character can not be discarded by or for card effects.
AC	57	Tattoo Remover (Acid)		Fatigue this character during the Resource Step to discard one item attached to another character at the same location.
AC	58	Video Camera		Fatigue this item during the Resource Step to look at an opponent's hand.
AC	104	Claddagh Ring		Angel only. Discard this card during the Resource Step and choose one of your opponent's characters at this location. That character may not start a fight with Angel for the remainder of the turn.
AC	105	Disembodied Arm		Character gains +3 Weirdness during challenges. If this character is defeated in a fight, the winning character may attach the Disembodied Arm if it can hold another item. Return this item to the original owner's discard pile when this item leaves play, or when the game ends. Limit 2 per deck. 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.
AC	106	Mr. Pointy		Kendra only. If Kendra starts a fight, choose Smarts or Butt-Kicking. The chosen talent is now the resolving talent for this fight.
AC	107	Orb of Thesulah		Discard Orb of Thesulah to gain +3 Smarts during a challenge.
AC	108	Rocket Launcher		Discard Rocket Launcher to gain +3 Butt-Kicking during a challenge.
AC	109	Silver Locket		Discard Silver Locket to gain +3 Charm during a challenge.
AC	P6	Mark of Eyghon		During challenges this character gains the Occult Trait and +1 Weirdness. This item cannot be swapped unless it is swapped to Buffy.

Actions

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
PP	29	Number 1 Alternate	2		1		Fight/ Choose		Fatigue any refreshed character you control and move it to this location to Stunt-Double in this fight. Vampires cannot be moved during day turns.
PP	30	Testosterone			1	1	Fight/Battle		The resulting talent for this fight is now Butt-Kicking.
PP	31	Priority Check	2		2		Fight/ Choose		Refresh a fatigued character named as a defender in a fight. Stunt-Doubles are included.
PP	32	Two Gun Woo			2	1	Challenge/ Choose		Fatigue any character you control to move it to this challenge's location. This fatigued character may face this challenge. Vampires cannot be moved during day turns.
PP	33	New Kid On The Block		1		2	Challenge/ Choose		Ignore all bonuses from items and skills for the remainder of the challenge.
PP	34	Demon Theory		2		1	Fight/Battle		Gain 1 extra Destiny Point for winning this fight. Only 1 Demon Theory can be played per fight.
PP	35	Feast on Virgins	1			2	Fight/Battle		Discard a card from your hand. Your opponent now chooses 2 cards and discards them.
PP	36	Overhand Toss	1		2		Fight- Challenge/ Battle		Choose an item. Ignore the item's effects for the remainder of the fight or challenge.
PP	37	Wooly-Headed Liberal Thinking		1		2	Fight- Challenge/ Battle		Choose a skill. Ignore the skill's effects for the remainder of the fight or challenge.
PP	38	My Spider-Sense Is Tingling		1		2	End		Examine the top 3 cards of a player's challenge deck.
PP	39	Aaack! Spiders!		1	2		Resource		Choose an opponent to discard 1 card from their hand.
PP	40	The CPR Thing		1		2	Challenge/ Battle		Discard 1 card that is set aside to boost Butt-Kicking.
PP	41	Watch Zebras Mating	1	2			Challenge/ Battle		Discard 1 card that is set aside to boost Weirdness.
PP	42	Not Prepared for Farrah Hair			2	1	Challenge/ Battle		Discard 1 card that is set aside to boost Charm.

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
PP	43	Bow Before the Idiot Box	2		1		Challenge/ Battle		Discard 1 card that is set aside to boost Smarts.
PP	44	Thrown to the Hyenas	2		1		Resource		Choose a Minion or Companion you control and discard it. Choose an opponent's Minion or Companion and discard it.
PP	45	Hit the Streets		2		1	Movement		Move a character you control to any adjacent location, including Sunnydale Park. This does not count as a move.
PP	46	The Old Madison Body Switch	2		1		Movement		Switch two characters controlled by the same player in different locations. The characters must be eligible to go to each location. This action is not considered a move.
PP	119	Hair Flip	1		1		Fight/Battle		The resulting talent for this fight is now Charm.
PP	120	Book Learning	1			1	Fight/Battle		The resulting talent for this fight is now Smarts.
PP	121	Creep Factor	1	1			Fight/Battle		The resulting talent for this fight is now Weirdness.
PP	122	Vampire Embrace	1	2			Fight/ Resolve		Assign to your opponent's Human Companion when they lose to a Vampire attacker. Instead of being discarded, they are now a Vampire and belong to the player that sired them until they are discarded, or the game ends.
PP	123	Cafeteria Soylent Green	1	2			Challenge/ Battle		Choose a character facing this challenge. If that character is fatigued during resolution, the character's talents are ignored when calculating the controller's talent totals.
PP	124	Dig Up The Corpses			1	2	Resource	4 – SM	Draw 2 cards. Send to the crypt after use.
PP	125	Stake 'em High	2	1			Fight- Challenge/ Battle		Immediately play 2 action cards from your hand.

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
PP	126	I Quit	2		1		Fight-Challenge/ Battle	3 – CH	Immediately move your character from the location of an active fight or challenge to an adjacent location. Don't count the character's talent values during resolution. If the character was the lone participant, immediately end the challenge or fight. The quitting character does not fatigue.
PP	127	Computer Invasion		1		2	Refresh		Items and skills may not be played for the remainder of the turn.
PP	128	Clumsy Fingers					Resource		Discard an item in play.
PP	129	Lounging About With Imbeciles					Resource		Discard 1 skill in play. The skill may not be a card that lets the character hold other skills or items that are currently attached.
PP	130	A Friend In Need	2			1	Resource		Play this card if you have no Companions or Minions in play. Search your Resource Deck for a Companion or Minion and put it into play.
PP	131	Trading Clothing		1	2		Resource		Discard an item on one of your characters. Search your Resource Deck and discard pile for up to 2 copies of that card and place them into your hand.
PP	132	Talent Show	2		1		Resource		Switch two skills assigned to characters controlled by the same player. Any requirements of the skill must still be met.
PP	133	Oh, the 'Other' Cemetery		1	2		Movement		Relocate a challenge controlled by another player to any legal location inside Sunnydale.
PP	134	Offer of Ugly Death	1	2			Challenge/ Resolve		Raise the Destiny Points of the challenge by 1. The card's effect works until the end of the turn.
PP	135	Shaky on the Dismount			2	1	Challenge/ Resolve		Lower the Destiny Points of the challenge by 1. The card's effect works until the end of the turn.
PP	136	Trans-possession		1		2	Resource		Reassign 1 skill to another eligible character you control.
PP	137	Hot Dog Surprise					Refresh		Discard your hand and draw 5 cards.

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
PP	138	Cricket Snack		2		1	Resource		Discard a skill on one of your characters. Search your Resource Deck and discard pile for up to 2 copies of that card and place them into your hand.
PP	169	Supernatural Boost					Resource		Choose one of your characters in play. All 4 talents on that character gain +1 till the end of the turn. If that character is a Vampire, all talents gain +0 till the end of the turn if it is day, or +2 till the end of the turn if it is night.
PP	170	Self-Referential Humor	1			2	Challenge/ Battle		Ignore the lowest talent listed on a challenge if its printed value is 2 or lower. This card's effect works until the end of the turn.
PP	171	Go Home and Listen to Country Music			1	2	Challenge/ Battle		If you win the challenge, your opponent loses 1 Destiny Point.
PP	172	Circle of Kayless			1	1	Resource	3 – WE	Discard all Companions in play. Send to the crypt after use.
PP	173	Alone					Resource		Choose a character in play. If this character faces a challenge, the character must face the challenge alone. This card's effect works until the end of the turn.
PP	174	Inside Joke	1	2			Resource		Choose 2 of your characters at the same location. Each character gains +1 Charm until the end of the turn.
PP	175	Superior Fighting	2			1	Fight- Challenge/ Battle	7 – BK	Until the end of the fight or challenge, this character gains +5 Butt-Kicking.
PP	176	Master Bones	1			1	Resource		All players draw 3 cards. Send to the crypt after use.
PP	177	Run, Fast	1				Movement	3 – BK	Move a character controlled by an opponent to an adjacent location. This does not count as a move.
PP	178	Join the Pep Squad		1	1		Resource	3 – CH	Discard all Minions in play. Send to the crypt after use.
PP	179	Decisions, Decisions		1	2		Resource		Discard 2 cards. Search your Resource Deck for any item, show it to your opponent, and place it into your hand.

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
PP	180	Sunset					Prologue	3 – WE	Immediately turn day to night or night to day. Limit 1 per deck.
PP	183	The Dead Have Risen			1		Fight/Resolve	3 – WE	If your character loses this fight, the character is not discarded. Each character can only use The Dead Have Risen once per turn.
PP	Pre6	Hide Until It Goes Away		1	2		Challenge/Resolve		If the player loses the challenge he loses 1 Destiny Point per character facing the challenge.
PP	P1	Sucked Dry			2	1	Resource		Choose a Minion or Companion in your opponent's discard pile and put it into the owner's Crypt.
PP	P2	Dusted		2		1	Fight/Battle	2 – BK	If you defeat a Minion Vampire during the resolution of this fight, gain 1 extra Destiny Point and send the character to the Crypt. Only 1 Dusted per fight allowed.
PP	P3	Computer Threat		2		1	Refresh	1 – WE	Attack this to one of your opponent's characters. If this character is defeated in a fight, you gain 1 extra Destiny Point and your opponent loses 1 Destiny Point. Only 1 Computer Threat can be in play at a time.
PP	P4	Will You Go To The Dance	1		2		Resource	2 – CH	Choose 2 characters at this location. Until 1 of the characters moves to a different location or is discarded, you gain 1 extra Destiny Point for every challenge you defeat. Send to the Crypt after use.
PP	P5	Out of the Mouths of Babes		1		2	Resource		You must control Collin to play this card. If you defeat Buffy in a fight, you gain 1 extra Destiny Point and the character that defeats her gains +1 Butt-Kicking until the end of the game. 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.
PP	P6	Studying	1			2	Resource	2 – SM	Draw a card and discard 2 cards. If the 2 cards you discard are action cards, draw another card.

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
AC	22	A Lover's Gift		1	2		Resource		Spike only. Choose one of your supporting characters in play. That character may swap one skill with Spike, just like swapping items. Any talent requirements must still be met. Send to the crypt after use.
AC	23	Angry Mob		1		2	Movement		Willow only. Move all of your Companions to Willow's location. This does not count as a move. None of your characters may move for the remainder of this step. Send to the crypt after use.
AC	24	Anywhere But Here	2			1	Resource		Swap a location you control with another legal location in the Crypt. No characters may occupy the location when you swap. 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.
AC	25	Confrontation	2		1				Buffy only. Use during any step. Refresh Buffy and draw a card. Send to the Crypt after use.
AC	26	Cut From the Same Cloth		2		1	Resource		Angel only. Until the end of the turn, your opponent's Minions and Companions are considered Vampires when fighting Angel.
AC	27	Going Goth		1	2		Movement		This card's effect can only be used at night. Choose one of your characters in play. That character gains the Vampire Trait until the end of the turn.
AC	28	Hot Sheets	2			1	Prologue		Giles only. Search your Resource Deck for an event card, show it to your opponent, and palce it into your hand. Send to the Crypt after use.

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
AC	29	Soda Machine Raid		2		1	Resource		If there is a location in Sunnydale with no location card, you may retrieve a legal location from your Crypt and place it there.
AC	30	Total Lecture Overload		2	1		Refresh		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.
AC	31	Tremors		2		1	Resource		The Master only. You can only use this effect if you have 2 or more Destiny Points. All players lose 2 Destiny Points. Send to the Crypt after use.
AC	32	Unwelcome Surprise		2	1		Fight/ Choose		Stunt-Doubling is prohibited during this fight.
AC	63	B.O.	1		2		Challenge/ Resolve		If you win this challenge, both players discard their entire hand instead of down to 5 cards.
AC	64	Bad Alcohol			1		Fight- Challenge/ Battle		Fatigue a character participating in this fight or challenge.
AC	65	Blind Panic		1		2	Conflict		Choose a location in play. All Companions and Minions at that location are placed in Sunnydale Park.
AC	66	Box of Goodies			2	1	Resource		Choose a challenge in play. Raise all talents listed on that challenge by 1 until the end of the turn.
Ac	67	Choke Hold		1	2		Fight- Challenge/ battle		Buffy only. Buffy gains +3 Butt-Kicking for the remainder of the fight or challenge. Send to the Crypt after use.
AC	68	Competition Appraisal		2	1		Fight- Challenge/ Resolve		Spike only. If Spike wins this fight or challenge, choose a skill that you placed into a talent stack and attach it to Spike instead of discarding it. Spike does not fatigue to attach the skill. This effect does not count towards the 1 skill per turn limit. Send to the Crypt after use. If Computer Invasion has been played this turn, you can still attach a Skill with Competition Appraisal.

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
AC	69	Desperate Maneuvers			1	2	Fight/Battle		Angelus only. Until the end of the fight, Angelus gains +1 Weirdness or Charm. Immediately set aside this card into a talent stack to boost Weirdness or Charm. Send to the Crypt when no longer in talent stack.
AC	70	Fatal Recovery	1				Resource		You may either search your Resource Deck for the level 1 of your Main Character and place it into your hand, or discard a card from your hand and draw a card.
AC	71	Gathering of Scoobies	1	2			Resource		Willow only. For the remainder of this turn, all supporting characters gain +1 Smarts when facing challenges that require Smarts, and may Stunt-Double for Willow even if they are fatigued. Send to the Crypt after use.
AC	72	Grounded	1			2	Movement		Choose a character in play. That character cannot move for the remainder of this step.
AC	73	Henchmen-R-U's	1	2			Resource		Collin, the Anointed One only. Search your Resource Deck for a Minion Vampire and place it into play at the same location as Collin, the Anointed One. Send to the Crypt after use.
AC	74	Homeric Insensitivity	1	2			Challenge/ Choose		Name a Companion or Minion. That character cannot participate in a challenge this turn. 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.
AC	75	Hypnotic Grasp		1		2	Resource		The Master only. Fatigue The Master to choose 2 cards at random from your opponent's hand, and have her discard them. Send to the Crypt after use.

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
AC	76	Master of Ceremonies	2	1			Resource		Collin, the Anointed One only. The next time Collin, the Anointed One ascends this turn, the Destiny Requirement for that ascension is 0. Send to the Crypt after use.
AC	77	No More Soul	2			1	Resource		Angelus only. Discard either Angel, an item, or a skill in play. Send to the Crypt after use.
AC	78	Slay Industries			2	1	Fight/Resolve		Kendra only. If Kendra wins this fight, attach this action card to her. While this card is attached, Kendra gains +1 Butt-Kicking.
AC	79	Surprise		1	2		Challenge/Choose		Cordelia only. Move Cordelia here to face this challenge. This does not count as a move. Cordelia does not fatigue when you resolve this challenge. Send to the crypt after use.
AC	80	Here's How You Eat It		2	1		Prologue		Xander only. The first time this turn Xander plays or attaches a card with a talent requirement, ignore that requirement. Send to the Crypt after use.
AC	81	Visions	1			2	Resource		Drusilla only. Look at the top 10 cards of any player's Resource Deck and rearrange them in any order. Draw a card. Send to the Crypt after use.
AC	82	What Comes Around ...			2	1	Challenge/Resolve		Giles only. Attach this card to Giles when he is used to defeat a challenge with a Trait Requirement. As long as this card remains attached, Giles gains all the Traits that were required to defeat the Challenge.
AC	113	Breaking Free	1		2		Resource		The Master only. Look at any player's Challenge Deck and rearrange it in any order. Limit 1 per deck.
AC	114	Concealed Weapon			1	2	Challenge/Battle		Giles only. If Giles participates in this challenge, any items that are placed into a talent stack give +2 to the chosed talent instead of +1. Limit 1 per deck.

Events

Set	#	Name	Text
PP	VDM1	Moment of True Bliss	If Buffy and Angel are in play, gain +1 Destiny Point when this event is used. Buffy gains +1 Charm until the end of the game. Angel gains +1 Butt-Kicking and is considered a Villain instead of a Hero until the end of the game.
PP	P10	Sign of the Apocalypse	Each player gets to draw an extra card when they draw cards during fights, challenges and the Draw Step.
AC	19	PDA	Until the end of the turn this event is played no characters may ascend.
AC	20	Something Weird	For the remainder of the game, all players need 2 extra Destiny Points to win the game.
AC	21	The Plan	When this event is played, all players may look at their Challenge Deck and rearrange it in any order.
AC	61	A Fervant Wish	For the remainder of the game, whenever another card allows exactly one player to draw a card, all of that player's opponents draw a card.
AC	62	Immolation-O-Gram	During the Draw Step, players place their hands face-up on the table except for 2 cards of their choosing. Any further cards drawn this turn are placed face up as well. This effect lasts until the end of the turn.
AC	111	Death	For the remainder of the game, any supporting characters that are defeated in a fight are sent to the Crypt instead of the discard pile. Characters that are relocated when they are defeated in a fight, such as The Pack (PP#72) and Ted Buchanon (AC#48) ignore the effects of Death.
AC	112	Slayer's Burden	Until the end of the turn this event is played, no characters may Stunt-Double. No characters may Stunt-Double for a Slayer for the remainder of the game and vice-versa.
AC	Pre2	Home Again	When this event is played, starting with you and going clockwise, all players may search their Resource Deck for a character, show it to their opponents, and place it into their hands.
AC	P7	Full Moon	When this event is played, the turn becomes night and cannot be changed to day for the remainder of this turn. For the remainder of the game, players need 1 less Destiny Point to ascend characters.