

Buffy the Vampire Slayer CCG Card Spoilers - Actions  
 November 4, 2002 (dgjedi)

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.

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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.
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.

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PP	125	Stake 'em High	2	1			Fight-Challenge/ Battle		Immediately play 2 action cards from your hand.
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.
PP	135	Shaky on the Dismount			2	1	Challenge/ Resolve		Lower the Destiny Points of the challenge by 1.
PP	136	Trans-possession		1		2	Resource		Reassign 1 skill to another eligible character you control.

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PP	137	Hot Dog Surprise					Refresh		Discard your hand and draw 5 cards.
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.
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
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.
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.
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.

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
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.
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.
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.

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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.
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.

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
AC	73	Henchmen-R-Us	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.
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.
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.



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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 chosen talent instead of +1. Limit 1 per deck.
AC	115	Finding Your Destiny	2	1			Conflict		Willow only. Once this turn, Willow can participate in a challenge at another location without having to move there. If that challenge is defeated, Willow does not fatigue. Limit 1 per deck.
AC	116	Flashy Swordfight	1			2	Fight/ Battle		Buffy only. Buffy gains +1 Butt-Kicking for the remainder of the fight. The resolving talent for this fight is now Butt-Kicking. Limit 1 per deck.
AC	117	Hypnotism	2		1		Resource		Drusilla only. Look at your opponent's hand. Choose a card in his hand and make him discard it. Send to the Crypt after use.
AC	118	Vampiric Expertise	1		2		Resource		Angel only. Send a Minion Vampire at Angel's location to the Crypt. Limit 1 per deck.
AC	121	Wrath of Angelus	2			1	Challenge/ Resolve		If you defeat this challenge, you may choose 1 participating Villian or all participating Minions. The chosen character(s) do not fatigue from this fight or challenge. This card can only be played at night. Send to the Crypt after use.
AC	Pre1	Forceful Persuasion	1			2	Challenge/ Battle		Giles only. If Giles is facing a challenge that does not require Butt-Kicking, you may use his Butt-Kicking in place of his Smarts. Talent Stacks are excluded from this effect.

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AC	P8	Attack of the Stunt-Doubles	2		1		Fight-Challenge/ Battle		No one can play skills and items into talent stacks for the remainder of this fight or challenge.
AC	P9	Candy Tactics	2	1			Resource		Until the end of this turn, you do not lose any Destiny Points when a Companion or hero loses a fight.
AC	P10	To Be Continued ...			1	2	Challenge/ Resolve		If you do not defeat this challenge, the amount of Destiny Points you lose is lowered by 1.
'99	34	All's Well That Ends Well	2			1	Resource		Discard the top card of your Resource Deck. If it's an episode card, the Conflict Step is skipped for this turn. Send to the Crypt after use.
'99	35	Big Bang	1		2		Resource		Discard the top card of your Resource Deck. If it's an action card that can boost Weirdness by 2, discard all items attached to characters in play.
'99	36	Book Cramming		1	2		Resource		Discard the top card of your Resource Deck. If it's a skill, you may attach that skill to 1 of your characters and he does not fatigue. This character can attach another skill this turn.
'99	37	Book Learning	1			1	Fight/Battle		The resolving talent for this fight is now Smarts.
'99	38	Cluck-Cluck		1		2	Resource		Fatigue 1 of your Heroes or Villians in play. All of your opponents discard the top 3 cards of their Resource Deck.
'99	39	Creep Factor	1	1			Fight/Battle		The resolving talent for this fight is now Weirdness.
'99	40	Discovery	1	2			Resource		Discard the top card of your Resource Deck. If it's an action card that can boost Smarts by 2, your opponent chooses for you to do 1 of the following: draw 2 cards; or look at your opponent's hand, choose a card, and discard it.
'99	41	Don't Get Killed			2	1	Conflict		For the next 2 fights of this Conflict Step, if one of your characters loses a fight, you may lose 1 Destiny Point to keep that character from being discarded. Limit 1 per deck.

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'99	42	Dramatic Irony	1	2			Resource		Discard the top card of your Resource Deck. If it's an event, choose 1 of your characters in play. That character may attach an extra skill this turn and may move once during this step. This does not count as a move.
'99	43	Drive Like Crazy		1	2		Resource		Move one of your characters to an adjacent location. This does not count as a move. Send to the Crypt after use.
'99	44	Group Support			1	2	Conflict		Choose a location and 1 of your characters at that location. All of your other characters there fatigue, and the chosen character gains +1 to a talent of your choice for each character you fatigued with this card.
'99	45	Hair Flip	1		1		Fight / Battle		The resolving talent for this fight is now Charm.
'99	46	If at First You Don't Succeed		1		2	Challenge / Resolve		If you fail to defeat this challenge, you may immediately face this challenge again after it resolves. Any characters fatigued from facing this challenge may face the challenge again. Send to the Crypt after use.
'99	47	Knowledge is Power	2		1		Resource		For the remainder of the turn, all of your Companions and Minions do not fatigue when attaching skills. Limit 1 per deck.
'99	48	Manic-Depressive Chick	1	2			Resource		All players choose 1 of their supporting characters in play. The chosen characters fatigue.
'99	49	Neat Freak	1	2			Refresh		Discard all of your opponents' cards that are attached to your characters. Send to the Crypt after use.
'99	50	Off My Game	2	1			Resource		Choose a character that is level 2 or higher. That character now uses his underlying level 1 character card for the remainder of the turn, and ignores the effect powers, Traits, and talents of his higher levels.

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'99	51	Full-On Monster Fighting	2	1			Movement		Discard the top card of your Resource Deck. If it's an action that can boost Butt-Kicking by 2, one of your characters may immediately start a fight.
'99	52	Prom			1	2	Resource		Discard the top card of your Resource Deck. If it's an action card that can boost Charm by 2, choose a location in play. For the remainder of the turn, all of your characters there gain the text, "Fatigue this character to fatigue any supporting character here."
'99	53	Testosterone			1	1	Fight/Battle		The resolving talent for this fight is now Butt-Kicking.
'99	54	The Help of the Merry Men		2		1	Resource		If you control at least 1 Companion or Minion at each of your 4 locations, all of your Companions and Minions gain +2 Butt-Kicking for the remainder of the turn.
'99	55	Tranquilized	2			1	Resource		If you have a character with Tranquilizer Gun attached, fatigue a Companion or Minion in play.
'99	56	Untrustworthy		1		2	Prologue		Until the end of the turn, every player may only have 1 Hero or Villain face a challenge at a time.
'99	57	Vampire Embrace	1	2			Fight/Resolve		Attach to your opponent's Human Minion or Human Companion. If he loses this fight to a Vampire, he stays in play and becomes your Vampire instead of a Human until he leaves play or the game ends. Otherwise, discard this card.
'99	58	Want, Take, Have			1	2	Resource		Discard the top card of your Resource Deck. If it's an item, you may search your Resource Deck for up to 2 copies of that item, show them to your opponents, and place them into your hand.
'99	110	Done!			2	1			Anyanka only. Use during the same step or stage that your opponent has played an action card. This card copies that card's effect power. Ignore any talent requirements and any "(Character Only)" text. Send to the Crypt after use.

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'99	111	I Quit	2		1		Fight-Challenge / Battle	3 - CH	This character is no longer participating in the fight or challenge. If she was your only participant, the Fight-Challenge/Battle Stage ends. The quitting character does not fatigue. Place her at an adjacent location.
'99	112	Lust For Her Death			1	2	Movement		Kakistos only. Place the character that was chosen by Kakistos' essence card power at the beginning of this turn at Kakistos' location.
'99	113	Modern Day Vampire	1		2		Resource		Mr. Trick only. For the remainder of the turn, whenever you attach an item to Mr. Trick from your hand, draw a card. Mr. Trick does not fatigue during the Fight / Resolve stage of the first fight he starts this turn. Send to the Crypt after use.
'99	114	Preparing for Ascension		2	1		Resource		Mayor Richard Wilkins III only. If your opponent has recycled his Resource Deck this turn, you may search your Resource Deck for any item or skill, show it to your opponent, and place it into your hand. A player may only play 1 Preparing for Ascension per turn.
'99	115	Slayer's Lust	2			1	Fight / Battle		Faith only. Draw a card. Immediately set aside Slayer's Lust into a talent stack to boost either Butt-Kicking by 2 or Charm by 1.
'99	116	Unknown Outcome		1	2		Fight / Choose		Both players in this fight discard their hands and draw 5 cards.
'99	160	A Crazy Plan			2	1	Challenge / Battle		If you haven't played a card in a talent stack during this stage, raise all talents needed for this challenge by the amount of Destiny Points this challenge is worth. You cannot play any cards into talent stacks for the remainder of this stage.

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'99	161	Ambushed	2		1		Challenge / Choose		If you have a character at the location of this challenge, this challenge immediately ends in the Challenge/Choose Stage. You immediately start a fight with a character that participated in this challenge. After this fight, your opponent must immediately face this challenge again if possible.
'99	162	Been There, Killed That	1	2			Fight/Resolve	3 – BK	Discard a card. If your character just won this fight, your character does not fatigue and may immediately start a fight with another character at this location after this fight ends. Send to the Crypt after use.
'99	163	Bored Now	1	2			Resource		Vamp Willow or Dark Willow only. Vamp Willow or Dark Willow starts a fight. If a Companion or Minion is defeated in this fight, that character is sent to the Crypt instead of the Discard Pile. Send to the Crypt after use.
'99	164	Crushing Blow		1		2	Fight/Battle	3 – BK	If your character's Butt-Kicking is at least twice that of your opponent's character and you both have at least 1 card in a talent stack, both players must pass for the remainder of the Fight/Battle stage.
'99	165	Demon in Sheep's Clothing			1		Conflict		Discard 2 cards from your hand to choose one of your Demons in play. For the remainder of the turn, that Demon gains a Trait of your choice and a +2 Butt-Kicking that cannot be used to meet talent requirements.
'99	166	Kicking Demon A\$\$			1	2	Fight / Battle		When resolving this fight, any action cards in talent stacks add another +1 to the talent that they are boosting.
'99	167	Make It A Double			2	1	Resource		Choose one of your characters in play. For the remainder of the turn, the Destiny Requirement for ascending that character is replaced by 2 Destiny Points. Limit 1 per deck.

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'99	168	Raising the Stakes			1	2	Resource		Your main character may ascend as many times as you want this turn, ignoring any Destiny Requirements. At the end of the turn, send to the Crypt the attached levels that your Main Character ascended this turn, even if they are in the Discard pile.
'99	169	Rivalry	2		1		Resource		All players choose up to 2 of their supporting Heroes or Villians in play. All other supporting Heroes and Villians discard all attached items, and are then discarded. Each player loses 2 Destiny Points per character he discards.
'99	170	Three-some		2	1		Conflict		For the remainder of this step, if Vamp Willow and Vamp Xander are refreshed and at the same location, they may start fights together. For these fights, they add their talents together and are considered to be 1 character.
'99	174	Morality Lecture			1	2	Resource		Choose one of your characters in play. That character becomes a Hero for the remainder of the turn.
'99	175	Slayer's Handiwork			2	1	Resource	3 – BK	Look at the top 5 cards of your opponent's Resource Deck. Discard all Vampires in those 5 cards, and place the remaining cards on top of your opponent's Resource Deck in any order.
'99	178	Black Hat	1		2		Resource		Choose one of your characters in play. That character becomes a Villain for the remainder of the turn.
'99	179	Caught Off Guard	1	2			Fight / Battle		Send to the Crypt an item attached to your character in this fight. Your opponent's character gets a -2 to the current resolving talent for the remainder of the fight.
'99	180	Hidden Allies	2			1	Conflict		Place a character into play at any location where you won a fight or challenge this turn.

Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
'99	212	Blood and Crumpets	2		1		Conflict		If one of your Villian Vampires is at the same location as one of your Human Minions, send the Minion to the Crypt and gain 1 Destiny Point. Limit 1 per deck.
'99	213	Broken Wishes	1			2	Conflict		Fatigue one of your supporting Heroes in play. Your opponent must choose 1 item attached to 1 of his characters at the same location. The item is discarded, and all players discard their hand and draw 5 cards.
'99	214	Clarion Call	2			1	Resource		Discard the top card of your Resource Deck. If the card you discarded was a level 1 character that can be legally placed into play, you may place that character into play at any location.
'99	215	I Love This Part		1	2		End		Choose one of your opponent's supporting characters at the same location as one of your refreshed Villians. During the next turn, the chosen character gets a -1 to all of her talents. If this would drop all of that character's talents to 0 or below, discard that character.
'99	216	I'm A Blood Sucking Fiend	1		2		Fight/Battle		For the remainder of this fight, players cannot use the talent icon on the right hand side of action cards to boost a talent.
'99	217	Oh Fff...		2		1	Challenge / Battle		If both players participating in this challenge have at least 1 card in a talent stack, both players must choose 1 card from their own talent stack, and discard it.
'99	218	Oz Watch		1		2	Prologue		Oz only. For the remainder of the turn, when Oz ascends, gain 1 Destiny Point. Limit 1 per deck.
'99	219	Tiny Victory	2	1			Challenge / Battle		Players cannot lose Destiny Points during the resolution of this challenge. The attacking player cannot gain any more Destiny Points for defeating the challenge than what is printed on it.



Set	#	Name	BK Boost	SM Boost	WE Boost	CH Boost	When Played	Req	Text
'99	220	Watching Playtime		1	2		Conflict		Vamp Xander only. For the remainder of this step, whenever a fight or challenge starts at Vamp Xander's location and he is not involved, Vamp Xander gains +1 to all his talents until the end of this step.
'99	221	Who Do You Work For	2		1		Fight / Resolve		Vamp Willow only. Assign to your opponent's Vampire supporting character. If he loses this fight, he stays in play under your control until he leaves play or the game ends. Otherwise, discard this card.
'99	222	Wish: The Weirding		1		2	Refresh		Attach this card to one of your opponent's challenges. While this card is attached, the printed Butt-Kicking on the challenge is now Weirdness, the printed Weirdness is now Smarts, the printed Smarts is now Charm, and the printed Charm is now Butt-Kicking. Each player may only have 1 Wish: The Weirding in play.
'99	258	Calling in the Heavy Artillery	1	2			Resource		Search your Resource Deck for any item and attach it to 1 of your characters in play. That character cannot face a challenge this turn. The item is sent to the Crypt at the end of the turn, even if it is in the discard pile. Send to Crypt after use.
'99	P5	Gathering Votes	1			2	Resource		Fatigue a character at the same location as one of your characters with the Seduction trait. Send to the Crypt after use.
'99	P8	Please, Not in the Face	1		2		Resource		Choose a character with the Wuss trait in play. Until the end of the turn, the chosen character cannot start a fight, and other characters cannot start a fight with him.