

Vampire the Masquerade: Rivals

Card and Rules Update

v4.1 June 2024

Play the game as if rules and cards have the text seen below.

This document is now formatted by update type instead of date. Here are the sections:
[Newest Changes](#): This section will feature links to all of the latest changes. Once they are no longer new, we will remove them from this section, but they will remain in their proper place.

[A: Rules Updates](#) (changes to the rules)

[B: Rules Clarifications](#) (expanding on the current rules to better explain them)

[C: Card Clarifications](#) (FAQ entries to better explain card text)

[D: Card Errata](#) (functional changes to card text)

[E: Card Wording Updates](#) (changes to card text to clarify and maintain their intent)

Newest Changes:

- [Annabelle](#) has clarifying errata. E.22
- [Vozhd](#) has clarifying text. C.115

A. Rules Updates:

A.1. Defining Ownership

You own all cards that began the game in your decks, or were brought into the game from your collection, regardless of who currently controls them. Cards you do not own cannot enter your hand, decks, discard pile, collection, or personal burned pile.

- This means, among other things, that if you take control of a foe's character, you cannot return that character to your hand, deck, etc.

A.2. Discarding Cards

All cards that you discard from your hand are first placed face up into your discard pile. If you have effects that trigger on discard (such as Secret Compartment), the card is revealed first, then the trigger resolves.

A.3. Paying Costs With Cards You Do Not Control

You cannot pay costs using cards you do not control. For example, if you use Odellas Caine (*Royalty Pack 1*) to gain the Leader Ability of *The Hidden Temple (The Hunters & The Hunted)*, you cannot activate its second ability (“**Exhaust The Hidden Temple:** Put a ‘No Influence’ token on target character.”), because you do not control The Hidden Temple.

B. Rules Clarifications:

B.1. Playing versus Placing Cards

Playing a card = Resolving a card.

Attacks, Reactions, and Conspiracies are all placed into the game area face down, then played when revealed. This means a Conspiracy may enter play even if prohibited by a Mental Block. The Conspiracy cannot be revealed and played while that Conspiracy is attached to Mental Block.

Activating an Event Scheme counts as you playing, and therefore resolving, that Scheme.

Placing a card = Putting an Action card from your hand into the game area, typically face down.

Attaching a card is not “placing” it.

The Core Rules did not distinguish between play/place. The following cards use the word PLAY, which should be read as PLACE:

Characters

Guv’nah, René Koba, Thora

All Conspiracies

All Tied Up, Bank Error in Your Favor, Burning Down the House, Destroy the Plans, Lost Glory, Out of Time, Whispering Campaign

All Traps

Blood Poisoning, Off Limits, Spiders

B.2 Character Swaps

If a card allows you to swap out a character for a new one (Mask of a Thousand Faces), the rules of uniqueness still apply.

C. Card Clarifications:

These are mostly just reprinted from the rulebooks in which they appeared. In the case of any differences in entries, the version here takes precedence.

Core Set

C.1. All Tied Up

- Any character in your coterie may exhaust to play this card face down. To resolve it, you must have a Malkavian in your coterie.

C.2. Bad Penny

- The 'Torpor' tag on her ability means it only works while she is in torpor. She heals up twice as fast as other vampires in torpor.

C.3. Balance of Power

- The FAQ in the rulebook has bad wording: "Each other chosen player may choose YES or NO." This was not meant to mean that only chosen players may exert Influence for or against this Scheme. It was meant to remind players that just because you were chosen by the active player to benefit from this Scheme, you can say YES or NO. If you were chosen, say NO, and it still succeeds, you gain the benefit.
- If a player is reduced to 0 Prestige this way, the active player is the player who knocked them out. You are simply collecting the Prestige that the active player granted you.
- Original clarification as printed in Core Rulebook - "You are automatically a chosen player. In a 2-player game you are 50% right there. In a 3 or 4-player game, you must choose 1 additional player. In a 4p, you may choose 2 additional players if you wish to really stick it to the unchosen player. Each other chosen player may choose Yes or No. if it succeeds, each chosen player chooses an unchosen player and steals 1 Prestige from them. This is done in clockwise order from the active player."

C.4. Blood for Blood

- This Ongoing card does not feature an inherent activated ability. Instead, it grants an activated ability to attacking vampires, so it may be utilized by multiple attackers during your turn, but still only once per attack per Blood for Blood you control.

C.5. Brother

- This party ability may only be applied to an attacker in his party. He can't use his ability on himself, as he exhausts to attack and therefore can't also exhaust to add damage to his attack. It cannot be used to increase the damage on a *Slap in the Face* Reaction, but it can be used while attacking a vampire trying to claim the Prince of the City Title, as that allows you to make an attack during a foe's turn.

C.6. Chinese New Year

- This card is not shuffled into the City Deck when drawn from the City Deck. Only Events currently in the City Deck burn pile are shuffled in.

C.7. Coup de Grâce

- The victim is not taking any damage, but is simply defeated.
- The victim goes into torpor with 0 Blood, but then their owner puts 1 Blood (from their personal supply of Prestige) on them for entering torpor as usual.
- Original clarification as printed in Core Rulebook - “This is not at attack. A character with Blood equal to half or less of their Blood Potency is Wounded. For example, a character with 5 Blood Potency is Wounded if it has 2 or fewer Blood remaining.”

C.8. Distraction

- When an Antagonist would deal you Aggravated damage, you may discard this Ongoing card to redirect 2 of that damage to a single foe of your choice. That foe puts that damage where they please among the characters in their coterie, just as if it was the end of their own turn (and Secrecy will not protect them). Any additional damage is applied to your coterie as usual. This card is not the source of the damage.

C.9. Dragon’s Roost

- See entry for *Street Preacher*.

C.10. Emergency Blood Bag

- Foes’ characters in torpor cannot be mended by these effects. A character with Blood equal to half or less of their Blood Potency is Wounded. For example, a character with 5 Blood Potency is Wounded if it has 2 or fewer Blood remaining.

C.11. Guard

- Several characters have the keyword ‘Guard’ in their text box. These characters can block Ranged attacks. Other characters cannot.

C.12. Hedge Your Bets

- These cards (see also *The Last Word*) have the cardtype “Influence Modifier (1).” The (1) means you may only play one Influence Modifier during an action or event. If you need to generate 4 Influence to pay for a Title, you cannot play 2 *Hedge Your Bets*, as paying for a Title is a single action. During a Scheme, these cards are played face down and resolved after everyone has assigned their Influence. When played at any other time, play them face up.

C.13. Hunt the Hunters

- *This card has errata and the original FAQ entry no longer applies.*

C.14. Hydra

- His draw ability cannot be used until after Attack cards must be placed, so you cannot place an Attack card drawn via this ability. (*Modified text due to revised Attack Sequence.*)

C.15. Iris Lokken

- Influence generated this way is automatically added to your total (and not to her) during the current Scheme. You don't need to put a 'No Influence' token on her, unless she has additional Influence you wish to exert.

C.16. Irresistible Voice

- If you steal a Retainer, it attaches in the same ready/exhausted state in which it was at the time of the taking. Stealing a Retainer is not the same as defeating one on The Streets. You do not gain Agenda listed on the Retainer. That is a reward for defeating it. However, if you have the *Playthings* Agenda, you gain 1 Agenda for attaching a stolen Citizen. You also gain the "attach" effects/abilities when you attach a stolen Retainer. With *Irresistible Voice*, the Retainer is stolen before damage is mitigated/taken.

C.17. Last Word, The

- See entry for *Hedge Your Bets*.

C.18. Late Night Snack

- If you have 3 vampires with Fortitude, and 1 of them has 2 Fortitude, you have 4 Fortitude "in your coterie." You now have 4 mending to spread around all vampires in your coterie and in torpor (but not foes' vampires). You can mend a single target vampire for 4 or split it up among several vampires.

C.19. Lixue Chen

- Changing party members does not reset her ability.

C.20. Liza Holt

- See entry for *Irresistible Voice*.

C.21. Long-Term Investment

- For each Prestige you spend when you play this, add 2 Prestige tokens of your color to this card from the general supply. You cannot add more Prestige to it later.

C.22. Mercy

- If this succeeds, each player chooses which of their characters to mend. The location of that character does not matter. If a character in your torpor mends to full Blood during your turn, they immediately return to your Haven. If it's not your turn, a character in your torpor at full Blood doesn't return until the Ready and Return step during your next Beginning Phase.

C.23. Mighty Fall, The

- This card deals extra damage to characters with copious amounts of Blood. The Blood Potency of the victim does not matter.

C.24. Molotov Cocktail

- The target of this attack takes 1 Aggravated damage from this card (from the 1 in the skull under the BBP). If the attacker discards a card, each other member of the foe's party is also dealt 1 Aggravated damage. The original target does not take additional damage when their party does. A Reaction only aids the original target, unless the card says otherwise. While Aggravated damage is not reduced by attributes, SH and damage prevention do mitigate the damage.

C.25. Montgomery White

- His ability protects the party during Ranged Attacks and Ranged Reactions that deal damage.

C.26. Old Post Office

- Cards with 1-3 BP you place using this ability are not being "played." Therefore, ignore any clan-only symbols on the card you place.
- The BP of your Leader is irrelevant with respect to the card you place.
- Placing a card face down triggers the game text of Guv'nah.
- Original clarification as printed in Core Rulebook - "Only Library cards have the BBP icon. If you place a card using this ability you cannot also place an Influence Modifier (1) card during the same action or event. If used during a Scheme, play the card face down. For all other purposes, play it face up. The card is immediately revealed when placed face up, but it is only revealed during a Scheme after all players have exerted their Influence.

C.27. Penthouse, The

- Resolve the "Attach" effects of a Retainer before resolving this Haven's ability. This allows a character at full BL to mend 1 BL to their new, higher BP if they attached a Retainer that grants a +1 RBP bonus.

C.28. Primogen

- This Title is not unique, but it is limited to one per player. If your Primogen is burned or your Primogen becomes Prince of the City, you may play another Primogen card.

C.29. Scoped .30-06

- This card's text is able to resolve earlier than card text usually would, as it involves a specific attack step: Gaining Intel. Normally the effect of an attack card doesn't resolve until after it is revealed during an attack.

C.30. Scry the Soul

- The active player's cards always resolve first when there are conflicting/competing effects. So if a Reaction like *Unswayable Mind* is played against this card, *Scry the Soul* negates *Unswayable Mind*.

C.31. Seduction

- While Seducing mortals is easy for vampires, they don't have Blood to steal. Only characters have Blood tokens to steal. If the attacker is at full Blood, the stolen Blood is placed into the general supply. Stealing Blood is not damage. The second option is only viable if your target is a mortal. An attack against a character does not also hit an unattached mortal in The Streets.

C.32. Sheriff

- This ability can burn any card with Ongoing, which includes Ongoing Events, Actions/Unhosted Actions with Ongoing, an Antagonist in The Streets, etc. Burning an Antagonist this way is not defeating them (reducing their Blood to 0), so you would not gain 1 Agenda from their game text.

C.33. Slap in the Face

- This is an aggressive defensive maneuver. It doesn't prevent any damage to the target of the attack. Instead, it deals damage to the attacker. Your defender's PHYS attribute is added to the card's 1 inherent damage.

C.34. Street Preacher

- As part of the Blocking process, this vampire exhausts just like any other blocker. This vampire may block an attack against any target, including mortals, characters in other coterie, etc, but cannot block for a claimant to the Prince Title. If this vampire blocks an attack against a member of their coterie in The Streets, this vampire becomes a member of that party. When blocking other attacks, they become a separate party of one in The Streets. While a foe has these cards in play, it would be wise to play your Attack cards face down when attacking mortals.

C.35. Sucker Punch

- This card has the keyword “Targeted.” That means it can retarget this attack to any member of the opposing party (including the original target) when revealed. That character becomes the new target, even if the original attack was blocked. No new blocks may be announced. Even if the target changes, a blocker remains a blocker (though an ineffective one) for the duration of the attack and a Reaction still resolves. If a Reaction card with Shields was played by the blocking character, those Shields only apply to the blocker.

C.36. Turf War Agenda

- If you defeat a non-Rival character with 5+ RBP, both effects trigger. If you defeat a Rival character with 5+ RBP, the second effect triggers, and you gain 1 additional Agenda because of the game rule of “When you defeat or burn a Rival’s character, gain 1 Agenda.” Note that this card is not concerned with a character’s current Blood token count.

C.37. Royal Retreat

- When you use the Leader ability to discard a mortal in The Streets and draw a new City Deck card, place the old card in the City Deck discard pile and gain no benefit. These discarded mortals will be shuffled in the City Deck the next time a player needs to draw a City Deck card from an empty deck. Like any other activated ability, this may be used only once during each of your turns. Discarding mortals this way is not “defeating” them.

C.38. Wandering the BART Tunnels

- All characters outside their Havens must separate into parties of one character each. If a character leaves their Haven, they immediately become a party of one.

C.39. Yusuf Kaya

- See entry for *Emergency Blood Bag*.

Blood & Alchemy

C.40. Alejandro Lopez

- This ability may be triggered multiple times during an Action Phase. Overmending (mending while at maximum Blood) does not trigger it.

C.41. Baal's Caress

- Non-Aggravated damage from this attack (from attributes and attack bonuses) is still reduced by attributes. Damage reduction abilities (such as Vagrants and Shields) may be used specifically against the Aggravated portion of the damage. If the Aggravated damage is all prevented, the character taking the damage is not burned if defeated. If even 1 Aggravated damage is taken and the character is defeated, it is burned. Aggravated damage does not burn Mortals.

C.42. Backup

- The Shields this card provides lock in when it is revealed, so if an attached card is removed prior to the damage the Shield value is not reduced.

C.43. Breakdown

- If the target is at maximum Blood, they will lose 1 Blood immediately from the "-1 BP" token (before damage) due to having more Blood than their Blood Potency.

C.44. Crossbow

- Once attached, the player cannot remove this by choice. It will only be removed when the character is defeated (discard it to the owner's discard pile) or burned (burn all attached cards).

C.45. Extinguish Vitae

- Removing Blood in this way is an effect, not a cost, so it will defeat a character with no Blood other than that of your color.

C.46. Far Reach

- If you detach an Alchemy card from the acting character, an attack declaration is automatically made against the target of the card. The attacker is already in the exhausted position from playing this action, but they are still "becoming an attacker" from this effect and they continue the attack from Step 3 of the Attack Sequence. If there are exhausted characters in the party, they remain as the initial action (playing this card) does not require a character to move away from exhausted characters in their party. Your character does not need to be in The Streets to use this card or make the subsequent attack (which the target cannot react to). You may add an Attack card to this attack as usual.

C.47. Frog

- His detach ability reduces regular to Aggravated damage he takes. Detaching an Alchemy resolves before attributes reduce damage.

C.48. Grigori

- You may replace any Blood token on the target of these abilities. Grigori can “cleanse” the Blood of your own coterie and both Grigori and Sonja can “overwrite” another Tremere player’s Blood on a 3rd party. Replacing the last Blood token on a character isn’t of much use for Rituals, as you cannot remove it from a character to pay a cost. Placing Blood onto a Ritual is part of the cost to play it, and you can’t defeat a character by paying a cost, even if it’s not your character.

C.49. Haze

- Since this card is played face-up, it resolves immediately. This will negate a Ranged attack. Do not proceed to any other attack sequence steps. This card can also be played to negate a non-Attack effect that targets a member of the party, such as Sonja Valentine’s Blood swapping ability or an Action card like Extinguish Vitae. This card has the “Special” tag to alert you to its unique ability to be used outside of an attack sequence.

C.50. Heightened Senses

- You may play this Special card during any attack (of one of the types listed) to aid any character in The Streets. A player being attacked may play only on Reaction (per the Cole Rules), but each other player may add this Special Reaction to aid the defending character. This Reaction card gives that character Shields vs the attack. The Leader being checked for the Auspex Discipline is the Leader of the person who played this card. This card cannot be played during a claim to the Prince Title.

C.51. Jacob Frost

- The parenthetical text was meant as a reminder and not to imply that other cards without such text do not count the acting character.

C.52. City Park

- *The FAQ entry in the rulebook has been superseded and no longer applies.*

C.53. Out of Time

- When you resolve this Conspiracy, place it face up near the targeted player so they remember to lose an action during their next turn.

C.54. Peer Pressure

- The parenthetical text was meant as a reminder and not to imply that other cards without such text do not count the acting character

C.55. Rain of Blood

- This is indeed an Unhosted Scheme. All previous Schemes are Actions (which require a host to exhaust). No character is “playing” this card.

C.56. Sonya Valentine

- See entry for *Grigori*.

C.57. Thrift Store Haven

- All Library cards you play have a -1 BP requirement, whether played by your Leader or not.

C.58. Third Tradition: The Progeny

- If a player has no cards to discard, they must lose 1 Prestige.

C.59. University Library

- The keyword Relentless means: “You may use this activated ability during any player’s turn.” It may be used only once during each player’s turn.

The Wolf & The Rat

C.60. Bad Reflection

- When a Reaction card has a Damage icon (the skull) in the upper left, the character playing the Reaction adds their associated attribute to the damage being dealt back to the attacker. *Bad Reflection* has none, so no attributes are added. Its Reaction damage is calculated solely based on damage being dealt to the defender, before damage prevention is factored in.

However, *Cornered Rat* does have the Damage icon so you would add the character’s Physical attribute to the Reaction portion of that card, even though the inherent value is 0. Even if this card is reacting to a Mental attack, the only damage dealt to the attacker is Physical. For the Attacker portion, the attack value of this card depends on the difference between the acting character’s Blood Potency and their current Blood. If you have a 6 character who is currently at 1, this card would deal +5 Physical damage (6 minus 1), and the attacker’s Physical attribute is added to the total as usual. If the character is at maximum Blood, this Attack card would provide 0 inherent damage.

C.61. City Park

- *The FAQ entry in the rulebook has been superseded and no longer applies.*

C.62. Constant Surveillance

- This card renders a foe's Agenda and/or Haven cards inactive for 1 turn. Target of this effect cannot use their Haven abilities or score Agenda off their Agenda card text as long as *Constant Surveillance* is in effect. Affected players may still earn Agenda from other sources (e.g. defeating Antagonists or a Rival character), and will still win if they reach 13 Agenda.

C.63. Cornered Rat

- See entry for *Bad Reflection*.

C.64. Drea Warden

- When this character exhausts to activate her special ability. It doesn't cost an action, but it does cost 1 Blood. You may attach an Animal in your hand to any character in your coterie at no additional cost, even if the target character does not have Animalism.

C.65. Bond Famulus

- This card has no discipline requirement to play, but if you want to utilize its ability you need at least 1 character in your coterie with Animalism. When activated, it reduces the Blood cost of attaching Animals by 1, and allows a character to ready after spending an action to attach an Animal. Note: Since *Drea Warden* does not spend an action when using her exhaust ability, she cannot use *Bond Famulus* to ready, nor can the character she attaches an Animal to.

C.66. Fight or Flight

- Reaction cards with a Damage (skull) value typically deal damage back to the Attacker. However, Fight of Flight prevents this when played as a Reaction, as stated on the card itself. You can only add damage when this card is played as an Attack.

C.67. Hoard the Herd

- In order to clear The Streets of all Mortals and score 2 Agenda with this card, you will need to remove the Antagonists as well.

C.68. Protect the Flock

- When attacking City Deck Mortals with Blood tokens on them, you ignore Blood of your own color. Any Blood tokens that are not your color increases the amount of damage you need to deal to defeat them by that amount. These Blood tokens remain until the Mortal is defeated, then they are returned to the general supply.

C.69. Second Tradition: The Domain

- Citizens and *Vagrants* get “attached” to this card but are still considered to be in The Streets. Place this card near The Streets to remind players that the attached Mortals are fair game for attack by other players, if they are willing to pay you the Prestige to do so. Since an Agenda like *Hoard the Herd* looks for “unattached” City Deck Mortals in The Streets, this card can be used to ignore these “attached” Mortals for the purposes of meeting that Agenda’s requirement.

C.70. Sewer Rat

- When you use this card’s detach effect, Blood stolen from characters in torpor can be used to mend any other character in the game, including other players’ characters in their coterie or torpor.

C.71. Spy Games

- This card allows you to take a Rival token belonging to another player, essentially making it your own. When you take a Rival token that is not your own token, you now have an additional player you call Rival for one full round, for all purposes related to that claim. If you take your own token from another player, however, you are not considered your own Rival: You simply deprive the other player of the benefit of calling you their Rival for one round (for bonuses like gaining 1 Agenda when a Rival’s character is defeated and earning 3 Agenda or winning outright when a Rival is knocked out). Additionally, if you are knocked out of the game while holding your own Rival token, you don’t gain 3 Agenda and in fact drop to zero Agenda per the normal rules, which will likely cost you the game in most circumstances. Players without a Rival token have no Rival (or the benefits they provide) until the token is returned to them.

Shadows & Shrouds

C.72. Annika

- Triggered effects like these (see also Markus Kumnyama and Prizefighter) use the word “as” instead of “when.” That means it resolves at the same time as the action in question (regardless of the effects of the action). If Markus exhausts to attack a character (an attack action) with Prizefighter as his Agenda, place 2 Agenda tokens on him immediately before continuing with the rest of the action. The ability on Prizefighter is not limited to your Leader. Attacking a claimant to the Prince title is not performing an action, but it is an attack against a character.
- Annika breaks the rules and can allow more than 3 Blood to be placed onto a Blood Sorcery Ritual as it enters play.

C.73. Arms of Ahriman

- If the acting character has the Oblivion Discipline, they may pay 1 Agenda to remove the Superficial tag from this Action as they play it. This is not an Attack card, so standard Reactions may not be used by the target. The target still reduces the damage with their Physical.

C.74. The Big House

- Vampires in your hand or in torpor are not in your coterie, so their Blood Potency is not increased. Only your Leader may perform diablerie with this Haven.

C.75. Bind the Spirit

- During an attack, the last chance to move a wraith is Step 9 of the Attack Sequence. You cannot move a wraith after damage has been applied. When moving a wraith, the attached face-down card goes with it. You may use this Ritual to attach a wraith to a character outside of your own coterie.

C.76. Early Grave

- This card creates a recruit action, but you pay no Prestige to place the chosen Hecata vampire from your hand into torpor. The rules of uniqueness still apply, so you cannot recruit a vampire with the same name as one currently in a coterie. If you recruit a vampire with the same name as one in torpor, that foe's vampire is burned, even if yours is being recruited into torpor. The vampire you choose will enter torpor with 0 Blood, which does not cause any ill effects.

C.77. Eternal Life Mortuary

- The text on this Haven specifically allows you to reduce the Blood of a vampire in your coterie to 0. Normal Blood payments do not allow you to spend a vampire's last Blood. Note that you must spend exactly 2 Blood, so if a vampire has only 1 Blood you cannot remove 2 Blood from them.

C.78. Flesh of Marble

- This card allows a player to react to Aggravated damage, not an attack, so it may be played after the normal reaction window. You may even play this card after playing a Reaction during the normal Attack Sequence. It may also be played during your End Phase to turn Antagonist damage into Physical damage. When Aggravated damage is turned into Physical damage, the vampire's Physical attribute reduces it as usual. If a vampire without Fortitude plays this card, they get only 1 Shield and the damage remains Aggravated.
- Each character taking Aggravated damage is an opportunity to play Flesh of Marble.

C.79. Markus Kumnyama

- See entry for *Annika*.

C.80. Mental Block

- The detached card goes into its owner's discard pile. The Ongoing ability that denies the use of a card does not require Auspex, but you won't be able to use the exhaust ability without Auspex in your coterie.

C.81. Mission Cemetery Haven

- You may choose any Mortal in the City Deck burned pile.

C.82. Necromancy

- The burned Mortal this card requires does not have to come from this card's discard effect. The loss of 2 Blood can cause a vampire's Blood to go to 0 (from 1 or 2), as it is a side effect and not a cost. A vampire does not need to be at 2+ Blood to lose 2 Blood.

C.83. Prizefighter Agenda

- See entry for *Annika*.

C.84. Prowess From Pain

- The attack value of this card depends on the difference between the acting vampire's Blood Potency and their current Blood. If you have a 6 BP vampire who is current at 1 Blood, this card would deal 5 Physical damage (6 BP minus 1 Blood) +1 from the card's inherent damage in the Skull icon. If the vampire is at maximum Blood, this Attack card would provide only the inherent 1 damage.

C.85. Sixth Tradition: Destruction

- For example, if 9 Influence was for YES, and YES beat NO, thus would deal 2 Aggravated damage to the target (1 + 1 for every 5 Influence in favor). If the NOs win, no damage is dealt. The target is chosen as the card is being played, not at the end of the Influence Conflict.

C.86. Spectral Possession

- The vampire you choose does not have to be exhausted, but if they are, they ready.
- The owner of the vampire does not lose the game for lack of vampires if this is their only vampire.
- You must perform this additional free action immediately.
- The stolen vampire is treated as a member of your coterie during this action, and any costs for this free action may be paid by that vampire (using the vampire's Blood,

Agenda on it, attachments, etc). You may not detach any cards from the vampire unless that is a cost or a side effect of performing the action granted by Spectral Possession.

- Example: If you defeat and attach a Retainer to a Possessed vampire who already has 3 attachments, you choose which attachment to detach to make room for the new one. This is a side effect of the action you took. Note that you cannot choose to detach a card attached by a player other than the owner of the stolen character (see Crossbow/Veiled Threat).
- Example: A defender strikes back with a damaging Reaction. However, you cannot detach Mongrel to reduce the damage, as that is not a cost or side effect of the Attack action you made.
- Example: You play Far Reach from your hand as the Action granted by Spectral Possession. A cost of that Action is to detach an Alchemy from the acting character. Since this is a cost to perform the Action, you detach an Alchemy from the stolen character.
- You may play an Attack card and use any activated abilities as usual and you may use the vampire to attack a member of their owner's coterie. You gain control of the attachments the owner attached to their character, which allows you to activate abilities on those cards. However, you cannot use abilities with a "detach" cost unless that is a cost or side effect of the Action granted by Spectral Possession.
- When the free action has been completed, the borrowed character remains in The Streets and returns to its owner's coterie.
- If a player's only character is defeated while Possessed, that player suffers a coterie elimination loss as soon as the character returns to them, but no player gains credit for the coterie elimination. The game is then decided on tiebreakers.

C.87. Summon Spirit

- This Ritual requires the removal of 2 Blood to activate the effect. If there is only 1 Blood on the card, the cost to activate it may not be paid.

C.88. The Tenderloin

- This Haven allows you to reduce your next recruit's Prestige cost by spending Agenda. "Different sources" include only cards you control such as your Agenda card and your vampires. You may remove a maximum of 1 Agenda from every source you control. When the vampire enters play, add Blood of your color from the general supply to them until they have Blood equal to their printed BP.

C.89. Oblivion Rituals

- To play an Oblivion Ritual, the original acting character must have the Oblivion Discipline.

The Heart of Europe

C.90. A House Divided

- Despite all being in the same location, the characters in a Haven are all separate parties for the entirety of each turn during this Event..

C.91. Anjali the Samedi

- The last sentence refers to the character and not the player. If the card (which becomes a Curse) is the first attachment on that character, you draw 1 card.

C.92. Borek Wagner

- “From your collection” means the card must come from your own collection and cannot be another copy of a Haven you currently control. You may choose a Have that another player controls, as Havens are not unique. Be sure to bring some extra Havens if you play with these cards.

A Haven attached to a Leader only grants the “Leader Ability” section to your Leader. It grants all text under the Leader Ability headline, and all other text is ignored. If Borek leaves play, burn all attached Havens. Burned Havens become part of your collection again. Borek does not gain a new Haven when he returns.

C.93. Bread and Circuses

- “Reward” is a game term for giving things to other players. It has no other effect at this time. The mend effect may be used on a character in torpor, as it looks for a character “they control” not “in their coterie.”

C.94. Cover Charge

- Since this card acts as a City Deck Ongoing Event, when it is burned at the start of your next turn it goes into the City Deck burned pile. That makes it eligible to return to the City Deck via a Bohemian Carnevale or other means. If you are not using sleeves on your City Deck cards, shuffle the deck under the table. Later, you will see it when it becomes the top card of the City Deck, which gives you time to prepare. If you play Cover Charge at a tournament, be sure to bring a few extra City Deck sleeves for anyone who might be playing Cover Charge.

C.95. Dien

- Since you are able to return 1 card to your hand before revealing any, you can “bluff” with any card and then return it to your hand. However, if you must reveal a card and it does not match your declared attack type, you must immediately discard it after revealing it. Playing 2 cards of the declared attack type offers the greatest benefit: After the defender has blocked and/or played a Reaction, you now have the opportunity to return 1 card to your hand with more information than you had before the attack. If you play only 1 card and pick it up, your attack still proceeds without the aid of an Attack card.

If an effect causes the Attack card(s) to be placed face up, that does not turn off Dien’s ability and you may return a face-up card to your hand. Any pre-combat abilities on the face-up card remain, even if the card is returned to your hand. However, if a face-up card does not match the stated attack type, discard it immediately without effect. For example, if you played a Scoped .30-06 face up during the Intel Step, you may still play another Ranged attack, even if you later put the .30-06 back into your hand. However, if the attack is not declared as Ranged, you must discard the face-up .30-06 immediately and you do not get the +1 Intel.

C.96. Disheveled Shelves

- This Agenda has errata to win only at the start of your turn. However, we are now allowing this Agenda to win if the player earns 13 Agenda.

C.97. Emil Hruza

- If you ignore a non-Ongoing Event, you do not participate in its game text. You may choose to ignore an Ongoing Event at any time and you may change your mind at any time, except while an Action is underway. For example, before attacking you in your Haven, a foe must ask if you are ignoring the Ongoing Event A House Divided. Once you answer, you cannot change your mind until the attack is over. You may go back and forth between ignoring it and abiding by it any number of times, even during the same turn.

You must reveal and announce the name of the Event you choose to shuffle into the City Deck. Even if the Event you chose is burned at the start of another player’s turn, it is still removed from the game.

C.98. Fortify the Inner Facade

- This card resolves before any effect of an Attack card would cause you to lose or spend any Prestige. It is only looking for wording on the Attack card that refers to the loss/spending/stealing/contribution of Prestige, and the Prestige gain only resolves if you indeed would lose Prestige via the Attack card. Cards such as Backhanded Compliment, Demand Obedience, and Faulty Logic would cause the defending player to gain the 3

Prestige from the general supply before the Prestige loss happens. A Biting Comment has the potential to cause you Prestige loss, but you only gain the 3 Prestige if the attacker chooses to steal 1 Prestige from you, which they decide after your Reaction is revealed. If they chose the +2 damage, you gain no Prestige.

If the Prestige loss is based on damage done, resolve the damage, gain the Prestige from Fortify, and then lose the Prestige from the attack. Being defeated and “losing” 1 Prestige is not a function of an Attack card, so that does not trigger the Prestige gain. If no Prestige loss happens, the defender instead gains +1 Shield if they have the Fortitude discipline.

- Since Backhanded Compliment does not cause any Prestige to be spent/lost by the time of damage and Shield add-ups, you trigger the "If not, +1 Shield." Later, the Prestige gain text of this card (using the forward-looking word "would") applies if the damage does not KO the defender. So a defender with Fortitude will get the +1 Shield and the 3 Prestige if there is any spending happening via Backhanded Compliment.

C.99. The Guard Tower

- This Haven does not provide Secrecy to your vampires. Instead, it gives +1 Shield to any Guard in your coterie who Blocks an attack.

C.100. Hidden Stash

- The Prestige on this card may be used to pay for Prestige activation ability costs on vampires you control. However, if there are other costs involved, those are not paid with the Prestige on this card. As a Thin-blood card, a common use is to activate 1 or more 1 BP vampires' Shield abilities at a cost of 1 Prestige each.

C.101. Jan Zoubek

- The Agenda this vampire denies includes the 1 Agenda a foe gains for defeating a Rival character, card effects that would have a foe gain Agenda for defeating a character, and Agenda placed on your characters via Marked Man or various Lasombra clan effects.

C.102. Kiril

- As soon as this vampire becomes an attacker, they have +3 Influence until the end of the current turn (until it's spent).

C.103. Off Limits

- To resolve this card, there is the requirement of a defender in The Streets. A “defender” is any character or Mortal being targeted by an attacker. An attacker being struck by a damaging Reaction is not a defender. This Trap is not a Reaction, so it may be used during a claim to the Prince Title.

C.104. Property Developer

- See entry for *Borek Wagner*.

C.105. Racing the Clock

- This Event is looking for your highest BP ready character before your coterie readies at the start of your turn. If you have no ready characters in your coterie, you cannot prevent the loss of 1 Action this turn. A character gaining a Fear token this way will remove it almost immediately during your Beginning Phase, but remains exhausted.

C.106. Rapid Reflexes

- To retarget an attack is to switch defenders when this card resolves, which is after the attacker's card resolves if they played one. An attack may not be retargeted to the vampire who played it. The new target is not Blocking, nor are they "a Blocker" during this attack.

C.107. Roman Monstrum

- You do not have to own the Curse you choose to remove from the target.

C.108. Tipped Off

- Because a player token is not placed on this when it enters The Streets, it remains in play until the Scheme succeeds. A player may spend an Action and exhaust a character in their coterie to perform this Action, which is a Scheme that starts an Influence Conflict, just like a normal Scheme. Anything that applies during a Scheme applies here. If YES beats NO, move 1 Antagonist in The Streets of the active player's choosing next to the Haven of the targeted player (same place as Ongoing cards go), and then burn this card. While next to that Haven, it is a separate stack of Antagonists that resolves only against that player. The card gains no benefit or Secrecy from being next to their Haven and any player may attack it. The player who has it next to their Haven must move to The Streets to attack it (as usual). If that Antagonist enters play again, it joins its compatriots in The Streets as usual. If this Scheme fails, this card is not burned.

C.109. Voter Suppression

- When a player chooses "No" against your Scheme, all of their characters who just applied a "No Influence" token are exerting Influence against your Scheme. Note that the Exhaust ability of this card does not have Relentless, so it may only be activated during your own turn.

C.110. Whip of the Primogen

- This Title is not Unique, but is instead limited to 1 per player. The “No Influence” token may be removed from any vampire in your coterie of the same clan as the Whip, including the Whip itself.

C.111. Withering Spirit

- Do not add the acting vampire’s Mental attribute to the damage, as this is not an attack. If you choose to burn a wraith to make the damage Aggravated, that wraith is not counted when calculating damage. When you burn a wraith, remove both the token and the face-down Retainer from the game. If you don’t burn a wraith, the target’s Mental attribute will reduce the damage. Non-Special Reactions can’t be played since this is not an attack, but Shields and damage prevention (such as the Vagrant) may be used to reduce the damage.

The Dragon & the Rogue

C.112. Mircea

- This character’s ability does not trigger on itself. This character is looking at the printed BP of the recruit when the Recruit Action was performed, so modifiers like The Big House do not apply. The Herald Title doesn’t change the recruit’s BP value, just where the last Blood comes from.

C.113. The Long Con

- The FAQ entry in the rulebook allows for a token to be flipped to either side. This is not mentioned on the card. This FAQ ruling is being retracted, so the token you place cannot be flipped to either side.
- Flipping Prestige tokens on a newly-recruited character does not trigger this effect.

C.114. Vicissitude

- The bonus damage is applied to the target of the attack only. Splash damage and other damage effects are not increased.

C.115. Vozhd

- Cannot attach Mortals it defeats. Only vampires attach Mortals.

Justice & Mercy

C.116. Noelle

- When she attaches cards from her predecessor, those attachments do not trigger “attach” effects.

C.117. Alhaml Alqurbanu

- This effect is not a "may." If another character in your coterie is reduced to 0 Blood, this character is defeated instead and the original victim is not defeated (so they don't lose any attachments, etc.).

C.118. Alžbeta

- The "affected character" is the target of the Reaction you play. Some Reactions can be played on other characters, such as Heightened Senses (from Blood & Alchemy) and Just a Taste. Playing Just a Taste to mend a character also gives them +1 Shield during the attack. Playing a Reaction that has no Shield icon still grants +1 Shield.

C.119. Amara

- This effect can remove a Prey, Retainer, Animal, Curse, attached Action card, etc. from a character.

C.120. Cursed Blade

- "This character's turn" is shorthand for "the controller of this character's turn." If a character is defeated by this Blood loss, the player who owns this card gets the credit. If there are multiple Cursed Blades attached, they resolve in player order starting with the active player.

C.121. The Hermitage, The Castle

- Note that there is no "Leader Ability" tag on these Havens. They work whether or not you control a Leader. If attached to a Leader, there is no Leader Ability to gain.

C.122. Ishtar's Touch

- Place the discipline token on the side with the red "-" sign to show that the character loses one instance of the chosen discipline by way of this Affliction. It is removed when that character is defeated.

C.123. Obeah

- As the text does not mention torpor or "a character you control," it cannot target a character in torpor.

C.124. Of Two Minds, A Kiss Before Dying, Acuity, and Look Me in the Eyes

- The character playing the card must have Solitary to trigger the "Solitary -" text. A Solitary character has Solitary even if you control more than one character.
- If you are able to play additional Reactions, play them after the previous one has resolved, but before moving on to abilities and damage. These cards break the rule of "1 Reaction per attack."
- With Acuity's -1 BP' token, the attacker only checks their BP when their Attack card is revealed, not after Reactions have resolved.

C.125. Soul-Thieving

- This card can steal any attachment, including Retainers, Titles, Animals, Prey, Wraiths, etc.

C.126. Third Eye's a Charm

- The 3 damage resolves during the last step of the Attack Sequence, as it is dependent on the defender surviving the attack. The defender's Mental attribute is not added to the damage, as there is no skull icon under the BP icon in the upper left.

C.127. Traditionalist

- This Agenda card counts any Fourth Tradition: The Accounting you attached to a foe's character, as you still control the card.

The Hunters & The Hunted

C.128. Crackdown

- The text of this Ongoing effect remains in effect until the start of your next turn, even if this Event leaves play. Your active Haven will not remain face down for more than one round.

C.129. Corruption

- While no token is placed on this card when it appears in The Streets, it will gain 1 whenever any player gains 1 or more Prestige. Then treat it like any other Ongoing Event. It leaves play during a player's Beginning Phase if there is Prestige on it of that player's color, even if it wasn't in play for a full round.

C.130. Cristo Redentor

- A Hunter may pay the required Prestige from their target.
- Attacking a claimant to the Prince of the City is not an "Action" you are using, so you pay nothing.

C.131. Meeting at Pão de Açúcar:

- Because a player token is not placed on this when it enters The Streets, it remains in play until the Scheme succeeds.
- A player may spend an Action and exhaust a vampire in their coterie to perform this Action, which is a Scheme that starts an Influence Conflict, just like a normal Scheme. Anything that applies during a Scheme applies here. However, you cannot play an Influence Modifier, nor may you exert Influence by placing Prestige into your hand. Only Influence your Leader can generate is legal. If YES beats NO, the target loses 2 Agenda (if they have any) and gains 2 Prestige from their general supply, then this Event is burned. If this Scheme fails, this card is not burned.

C.132. Open Season

- The unused Monsters are the ones that were not placed into the Monster deck during setup.
- This Monster still appears even if there are no Hunter players in the game.
- Since it is not in play, it cannot be attacked and its game text is never active. Its attributes are used, however.
- During your Antagonist Step, this Monster will attack you whether you are a vampire player or a Hunter player.
- If there is a tie for lowest BP character in your coterie, you choose from among them.
- The "Round 1 Exception" text means: If this card appears in The Streets during the first round of the game, place a new card into The Streets and then shuffle this card back into the City Deck.

C.133. Prince of the City – Rio de Janeiro

- While in The Streets, this card deals damage to a character in your coterie/cell whether controlled by a player or not.
- If a player controls it, the Prince must be in The Streets to enable the effect, which only hits coterie/cells that do not control this Title.

- While you control this card, you are the source of the damage.

C.134. The Clubhouse

- This effect is mandatory, even on your first turn of the game, where you might discard 1 card without drawing 1 first.

C.135. Dark Money

- This effect applies during all player turns. It reduces a player's total Influence during Schemes, not each source of Influence.

C.136. Grace

- You may activate the + Intel ability even if you have no intention to attack.

C.137. LingerinKiss

- As the owner and controller of this card, you get credit for putting the '-1 BP' tokens on them.

C.138. Man's Best Friend

- A character being saved this way will end up with just 1 Blood on them.

C.139. Plots Within Plots

- At no cost here means no Action cost and you don't place 1 Prestige from your personal supply onto the card (the standard additional cost to play a Conspiracy). However, you may immediately place 1 Prestige on it from your personal supply following the rules for Adding Prestige to a Conspiracy found on page 23.

C.140. Poison Pill

- If a player were to gain their 13th Agenda and then lose 1 from this effect, they do not win the game.

C.141. Pregador

- You may use Prestige on the attacker to pay the cost.

C.142. Share the Wealth:

- For example, if your Leader has a Vagrant Retainer, it may be exhausted to prevent 1 damage to any one character in the party (once). If your Leader has the Politician Retainer, each character in the party has +2 Influence.

C.143. Symbolic Meaning, All Figured Out

- The “max 3” is from this triggered effect. The Monster’s Agenda is on top of this.

C.144. Tracking Device

- This card can also be attached to a face-up Monster, as that is a character.
- The end of turn referred to here is the turn of the player who played this card. Prestige of their color is placed onto the Cursed character.

C.145. Well-Prepared

- If a Monster does not allow a Reaction to be played, this card cannot be played.

C.146. Wooden Stake

- If a Wounded vampire takes 1+ damage from this attack, they go into torpor with however much Blood they had remaining after the attack (which would be 0 if the attack defeats them).
- Sending a vampire to torpor with 1+ Blood does not count as defeating them.

D. Card Errata:

D.1. Initial Errata (Core Set):

Sucker Punch: Now deals 1 damage instead of 2.

Hunt the Hunters: Now only the player controlling this card shuffles Antagonists into the City Deck and they also shuffle the City Deck discard pile into the City Deck when they do.

The Madhouse: We have removed the “Exhaust your Leader” cost from this activated ability.

D.2. Dragon’s Roost (Core Set)

Characters in your Haven have +1 Secrecy.

-Leader Ability- If ready, you may move your Leader to The Streets (if they are not already there) to Block a foe’s attack (including Ranged). If the attack targeted a character, gain 1 Prestige.

This clarifies that your Leader may Block Ranged attacks (the original wording was “any attack,” which does not require the Guard keyword), but may not Block attacks made by your own coterie. Also, Dragon’s Roost cannot be used to Block an unblockable attack and the target does not need to be in The Streets. You may still use this even if your Leader is already in The Streets. Now you only gain Prestige if the attack you are blocking was against a character.

D.3. The Pit (Blood & Alchemy)

Characters in your Haven have +1 Secrecy.

-Leader Ability-

The first time you recruit a character during each of your turns, gain 1 **Unhosted** Action.
The intent of this card was to help decks that need to recruit lots of vampires. However, the wording allowed aggressive decks to make multiple attacks during the first few rounds of the game, which can lead to a bad play experience.

D.4. Absolution (*Blood & Alchemy*)

Negate all Reactions **played by characters** with 1+ Blood of your color on them.
Now works against all players, not just the target of the attack.

D.5 Hoard the Herd (*The Wolf & The Rat*)

At the end of your turn, if there are no unattached City Deck Citizens or Vagrants in The Streets, gain 1 Agenda. If there are no unattached City Deck Mortals, gain 2 Agenda instead.

If you reach 13 Agenda (**+2 Agenda for each other face-up Hoard the Herd in the game**), you win!

If this Agenda card is covered by a Constant Surveillance, its name and the additional +2 Agenda remain.

D.6. Smoke (*Core Set Promo*)

At the end of your turn, ready 1 character **in this party**.

Smoke now readies 1 character in his party, instead of any character you control.

D.7. Tamaska (*The Wolf & The Rat*)

The first time you attach an Animal to this character during your turn, ready them and gain 1 **Unhosted** Action.

Tamaska now grants 1 Unhosted Action, instead of an Action.

D.8. Trinity Voss (*The Wolf & The Rat*)

Party - **The first attack made by a member of this party each turn against an Antagonist deals +2 damage.**

Her ability now only works with the first attack against an Antagonist. Note that if the attack is blocked by a non-Antagonist, the damage bonus still applies.

D.9. The Shakedown (*The Wolf & The Rat*)

Name an attack type. Then look at target foe's hand and discard all Attack cards with that type.

If the acting character has the Sheriff Title, gain 1 Prestige for each card discarded this way.

Now the attack type (Physical, Social, Mental, or Ranged) must be declared before looking at the foe's hand.

D.11. University Library (*Shadows & Shrouds*)

Characters in your Haven have +1 Secrecy.

~Leader Ability~

Pay 1 or 2 Blood: Draw that many cards from your Library.

This wording removes Relentless, so it can now only be used during your own turn. You have the option to draw 1 or 2 cards (only from your Library) at a cost of 1 Blood each.

D.7. Disheveled Shelves (*Heart of Europe*)

At the start of your turn, if your Rival's Library has no cards in it, you win the game.

If you would cause a foe to discard cards, you may have that foe draw that many cards instead.

Note that you can now win with 13 Agenda with this card.

D.12. Doomed to Roam (*The Dragon & The Rogue*)

Attach a Haven from your collection to a non-Leader character in your coterie.

Ongoing, **Discard 1 card:** Remove your active Haven from the game and replace it with another Haven you control. Then you may return any of your characters in The Streets to your Haven.

New wording removes your active Haven (the one next to your Agenda) from the game (back into your collection) instead of swapping it. Previous wording allowed the swapped Havens to be re-swapped every round, which led to very fast Agenda via Change of Scenery.

D.13. Fata Morgana (*The Dragon & The Rogue*)

Play this card face down and place 1 Prestige on it.

Resolve any time during an attack.

For **every 2** Prestige on this card, you may redirect 1 damage from this attack to target character in The Streets.

Now requires 2 Prestige to redirect 1 damage, as 1 for 1 was too powerful.

D.14. Raising the Stakes (*The Dragon & The Rogue*)

The first time you place 1+ Prestige on a card you control that already has 2+ tokens on it during each of your turns, gain 1 Agenda.

The first time you resolve a face-down card with 4+ tokens on it during each player's turn, gain 2 Agenda.

The 2 Agenda portion of the game text is now limited to just once per turn. Previously, the Agenda gain was too explosive, allowing a player to sometimes rocket from 6 Agenda to a win in one turn, which gives other players no chance to react. We have also removed the superfluous "13 Agenda" text to make room for the errata.

D.15. Call to Purpose (*Justice & Mercy*)

Ongoing – **The first time each turn** you play a Ritual using only from characters you do not control, ready 1 character in your coterie OR gain 1 Action.

This text limits the player to 1 ready or bonus Action per copy of this card in play each turn.

D.16. Ritual Master (*Justice & Mercy*)

At the start of your turn, if there is 3+ Blood on Ongoing cards you control, draw 1 card and gain 1 Agenda. **During each player's turn, the first time you remove the last from a Ritual you control, gain 1 Agenda.**

This text prevents burst Agenda by limiting the Agenda gain from removed Rituals to once per player turn.

D.17. Rules Lawyer (*Justice & Mercy*)

+1 Shield for each **different** Ongoing Tradition you control.

Added the word "different" to keep it fair.

D.18. Warding Circle (*Justice & Mercy*)

Each character in this party has **+1** Shield for each Ritual you control.

Changed from +2 to keep it fair.

E. Card Wording Updates:

E.1. San Francisco Fog (*Core Set*)

Ranged attacks cannot be announced.

The previous wording allowed for cardless Ranged attacks to be announced and prevented Reactions that happened to have the Ranged symbol on them from being played against other attack types, which was not the intent.

E.2. Late-Night Snack (*Core Set*)

For each Fortitude in your coterie, mend 1 Blood on a character **you control (including in torpor).**

This is a slight rewording to make sure players don't think it mends foes' vampires in torpor. Each Fortitude may mend a different vampire in your coterie.

E.3. PR Firm (*Core Set*)

Ongoing - **Pay 1 Prestige:** Gain 1 Agenda. **Use only if a Scheme you played has succeeded this turn.**

This rearrangement of the text makes it more obvious that it's an activated ability, which may only be activated once during your turn. If you control more than one, each one may be activated when a Scheme you play succeeds.

E.4. Primogen (Core Set)

Exert 3 Influence: Attach to the acting character.

This character has +1 Influence.

During an attack, this character deals +1 damage to characters with a Title.

This clarifies that the extra damage only applies during combat and not other damaging effects.

The bonus applies whether the Primogen is an attacker, defender, or blocker. An attacking

Primogen deals +1 damage to any Titled character who takes damage in the defending party.

As an attacker, no Attack card is required to gain the damage bonus. In order to deal damage to an attacker, a Primogen must play a Reaction that strikes back with damage. 1 damage is then added to that total if the attacker has a Title.

E.5. Scoped .30-06 (Core Set)

During your Intel step, you may play this card face up **as your Attack card** to add +1 Intel to this attack.

This new wording changes when the card is played to avoid complications with the Intel Step being before the Attack card would normally be played. Playing it face up during the Intel Step adds +1 Intel to the attack, and you cannot play another Attack card during this attack.

E.6. Slap in the Face (Core Set)

Deal Physical to the attacker **instead** (add this character's Physical to the damage).

Adding the word "instead" clarifies that the damage being dealt to the attacker is only Physical, and not Mental or Social as well. Only the Physical attribute of the character who plays this adds to the Physical damage being dealt to the attacker.

E.7. Street Preacher (Core Set)

If ready, **Relentless, Pay 1 Prestige:** Move to The Streets to Block **a foe's non-Ranged** attack against any target in The Streets.

This clarifies that he can't Block a Ranged Attack, as he doesn't have the Guard keyword. He also cannot Block an attack made by your own coterie. Also, Street Preach cannot Block an unblockable attack. You may still use this ability even if he is already in The Streets.

E.8. Yusuf Kaya (Core Set)

Exhaust: Mend 1 on each Titled character **you control (including in torpor)**.

This is a slight rewording to make sure players don't think it mends foes' vampires in torpor.

E.9. Marked Man (Core Set)

Put 1 Agenda from the general supply onto any character. If a **foe** defeats them, they gain that Agenda.

This wording update means if you defeat your own character, you do not gain any of the Agenda on them. If you put that Agenda onto a foe's character, a foe to that player can earn that Agenda, but the controller of that character cannot.

E.10. Turf War (Core Set)

When you defeat a non-Rival **foe's** character, gain 1 Agenda.

When you defeat a **foe's** character with 5+ BP, gain 1 Agenda.

This errata matches the intent of the card.

E.11. Frog (Blood & Alchemy)

When a character in this party attaches an Alchemy, ready them. **Detach an Alchemy from this character:** Prevent 1 damage **to this character**.

This text telling you who could benefit from this ability was inadvertently left off this card. This text makes it clear that it only prevents damage to Frog.

E.12. Absolution (Blood & Alchemy)

Negate all Reactions played by characters with 1+ Blood of your color on them.

This text clarifies that Reaction Specials by other characters might still be legal plays.

E.13. Protect the Flock (The Wolf & The Rat)

Ongoing - Each Blood of your color on a Mortal increases the damage needed for foes to defeat them by 1. (This effect does not stack with other Protect the Flocks.)

Exhaust: Put 1 Blood of your color from the general supply on target Mortal.

This is a rewrite of the card to put the rules on the card instead of in the FAQ. It doesn't matter how many PtFs you have in play or which copy put which tokens where. As long as you have a PtF in play, each blood token you have placed on a Mortal increases the difficulty of defeating that Mortal by 1. "Does not stack" means that if you have multiple copies of PtF in play, it still requires the same amount of extra damage you need to deal than if you controlled just 1 copy. If a PtF leaves play, you don't remove the tokens that it placed, as there is no way to track them vs ones placed by another copy. If you don't control a PtF, your blood on Mortals means nothing. When a Mortal is defeated, blood tokens on them return to the general supply.

E.14. Second Tradition: The Domain (The Wolf & The Rat)

Ongoing - **Exhaust:** Attach an unattached Citizen or Vagrant in The Streets to this card (max 2). They are still in The Streets and may be attacked. Foes must pay you 1 Prestige to attack Mortals attached to this. **If this card leaves play, attached Mortals remain in The Streets.**

This makes it clear that this card may only attach unattached Mortals and that those Mortals remain in The Streets if this card leaves play.

E.15. Kim Phan (*The Wolf & The Rat*)

Exhaust: Remove 1 token from target unattached face-down or Ongoing card (with tokens on it) controlled by any player. Use this ability only in The Streets.

Pay 1 Prestige: Discard the card instead.

The new text makes it more clear that the target must have tokens on it. Neither effect can be used against a target that has no tokens on it. The “controlled by any player” means you cannot target an Event in The Streets, as those are not controlled by a player. The Ongoing card “Cover Charge” is controlled by a player, even though considered a City Deck Event, so it may be targeted. In which case it is not burned at the start of that player’s next turn.

E.16. Animal Kingdom (*The Wolf & The Rat*)

At the start of your turn, if there are 1+ Animals in your coterie, gain 1 Agenda. If there are 3 different Animals in your coterie, gain 2 Agenda instead.

This no longer implies counting Animals in torpor (which was not the intent).

E.17. Invisible Army (*The Wolf & The Rat*)

When you defeat a Vagrant, gain 1 Agenda. When you attach a Vagrant to a character in your coterie, gain 1 Agenda. When you defeat a character with an attached Vagrant, gain 1 Agenda.

This text prevents some exploits when moving Vagrants from one character to another.

E.18. Ekene (*Heart of Europe*)

Solo Attacker - This character does not declare their attack type until Attack cards are typically revealed during the Attack Sequence.

This rewording is needed as Step 8 is no longer when Attack cards are revealed. Even if you don’t play an Attack card, you declare your attack type when an Attack card would be revealed.

E.19. Country Estate (*The Dragon & the Rogue*)

Text above this remains unchanged.

-Leader Ability-

When your leader defeats a Citizen or Vagrant, you may play the Ghoul attached to this at no Action cost **OR** if you control a Ghoul, play a card at no Action cost (if the card requires an acting character, it must be your Leader).

This clarifies who plays the card in the second option. If the card is an Unhosted Action and has any requirements, look to your coterie to fulfill those requirements.

E.20. Wake the Dead (*Shadows & Shrouds*)

Exhaust: If there are 1+ wraiths in your coterie, gain 1 Agenda. If there are 3+ wraiths in your coterie, gain 2 Agenda instead.

This no longer implies counting wraiths in torpor (which was not the intent).

E.21. Giselle della Scala (Promo 49)

Attacker - When this character defeats a **foe's** character in The Streets, move all Agenda on this character to your Agenda card.

This errata matches the intent of the card.

E.22. Annabelle (Promo 34)

Party - **Pay X Influence:** A character in this party deals +X **Superficial** damage to the opposing character during this attack.

The old wording was confusing, so this makes the Influence a cost to use it.