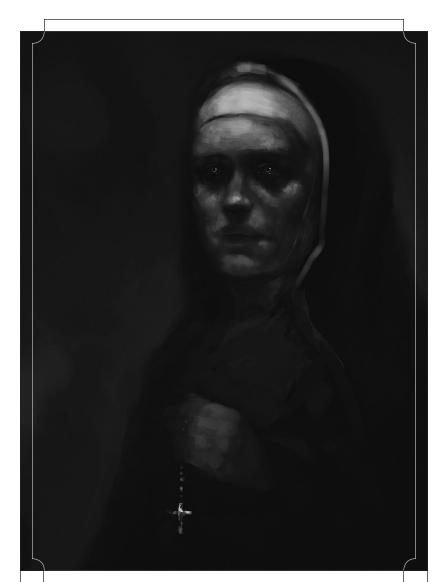
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- 7. The GM describes your **HUNTING GROUNDS** and assigns the **ABUNDANCE**, **PROXIMITY**, and **AWARENESS** tags. The GM tells you where your **HUNTING GROUNDS** are, what they are like, and introduces a **RIVAL** who envies you.
- 8. You start play with **BLOOD** equal to your **HUMANITY** + 7. You will spend **I BLOOD** to wake for the evening.



THE DEVIL

The Devil wears sin as a badge of honor. They are strong, resolute, and deadly – and the Devil makes a point of making sure everyone knows it. With that power comes darkness.

THE DEVIL

	HUM	ANITY —						
					COLD BL	OODED		
NAME		HUMANE	When you FIGI When you tie fo				1000 , add 1 t	o the result.
HERITAGE		IO max. blood	, , non you do n	or most 220				
			When you expl	- :.	BAD COI			. 1 1
MAKER		CALLOUS	them. They nee					
LOOK		I 2 max. blood	they do, you mand they w					
			NOTES, MOVE DE		av znen yeu spe	1 220 02 00	1004 011011 1100	4,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
	\\I	MONSTROUS						
STATUS —		I 5 max. blood	-					
You become a PATRICIAN when established in the fiction or when you trigger the REGICIDE move.	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \							
REGICIDE: When you destroy a PATRICIAN, you take their place as PATRICIAN. Your		LOST						
new peers become your RIVALS , and you make ENEMIES of predators your victim owed MAJOR DEBTS to. What goes around comes around: other predators start openly plotting your destruction to gain your title as you have done.	/ \	20 max. blood						
You lose PATRICIAN status when another predator challenges your dominance and	VLOST FOR	REVER						
you yield.		\wedge						
PRINCEPS PATRICIAN PLEBIAN PARIAH	BLOOD			- HIIN	ITING G	ROUND) S ——	
$\sqrt{3}$ $\sqrt{2}$ \sqrt{I} \sqrt{O}	3 OR LESS: STARVING			1101	(11110	INO OTVE		
			LOCATION					
——————————————————————————————————————			ABUNDANCE	splentiful	sufficient 2	I meager	o scarce	barren
				\(\rangle 3\)	\ \ \ 2	meager ∧ I	\ 0	ourien
	-		AWARENESS	oblivious	inattentive	suspicious	vigilant	
			PROXIMITY	$\sqrt{\frac{3}{}}$	2	I	O	
				central	close	distant	remote	

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THE NIGHTMARE

The darkness is comforting, like a cloak of shadow. The Nightmare wears darkness as armor and wields it as sword. In bloody ritual, the Nightmare extinguishes life and hope, friends and rivals, with perverse joy.

THE NIGHTMARE

HUMANITY DARK POWER NAME When you perform a black sacrament to invoke the powers of Hell, say what you HUMANE pray for in reward, then perform a **BLOOD**-soaked ritual. 5 **BLOOD** is a pathetic IO max. blood offering, 10 **BLOOD** is a modest offering, 20 **BLOOD** is a respectable offering, and 50 HERITAGE **BLOOD** is a worthy offering. The darkness rewards you in proportion to your offering. The GM describes Hell's gift to you and any complications due to your offering's MAKER unworthiness or the Pit's newfound interest in you. CALLOUS BLOOD SLAVE I 2 max. blood LOOK When you feed **BLOOD** to your prey, you own them – mind, body, and soul. The BLOOD you feed them is now theirs. They are still mortal, and the living blood that flows through their veins is still warm and bright. A blood slave can also keep up to MONSTROUS 5 **BLOOD**, but when they have 0 **BLOOD**, they crave more with mad fury. I5 max. blood When you impose your will on your **BLOOD** slave, the GM spends 1 of their **BLOOD** STATUS as follows: You become a PATRICIAN when established in the fiction or when you trigger the ♦ Once per week, to keep your blood slave in thrall. BLACKMAIL move. LOST ♦ Once per night, when you compel your blood slave to perpetrate vile deeds. BLACKMAIL: When you blackmail a predator, threatening to expose a dirty little secret ♦ Once per hour, when you take possession of your blood slave's mind and body. 20 max. blood that could cause them to lose STATUS, until that secret is exposed, you are higher in When a blood slave has 0 **BLOOD**, they are no longer loyal. They remember all the the **PECKING ORDER** than them. Use this leverage to bargain with them. When you LAST CHANCE terrible things you've done to them, and they remember where you sleep. A blood expose their dirty little secret, you ruin them: they become a PARIAH and are forever LOST FOREVER slave that dies with **BLOOD** in their veins is reborn a predator. your **NEMESIS**. When you ruin a **PATRICIAN** this way, you gain **PATRICIAN STATUS**. You may begin play with one or more blood slaves. They come and go as established You lose PATRICIAN status when they recover from their shame and are no longer in the fiction. At the start of each NIGHTLY PLAY, distribute a number of BLOOD a PARIAH. equal to your **HUMANITY** + 2 among your blood slaves. This is separate from and in addition to the **BLOOD** you start **NIGHTLY PLAY** with. PATRICIAN PLEBIAN PARIAH BLOOD HUNTING GROUNDS — 3 OR LESS: LOCATION OWED TO ME ABUNDANCE DEBT plentiful sufficient meager scarce barren AWARENESS oblivious inattentive suspicious viqilant PROXIMITY close central distant remote

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THE PUPPET MASTER

The Puppet Master controls not with corruption, nor with vice. No, the Puppet Master pulls the strings through their force of will, making the puppets dance to their tune.

THE PUPPET MASTER

HUMANITY NAME HUMANE IO max. blood HERITAGE MAKER CALLOUS I 2 max. blood LOOK MONSTROUS I5 max. blood STATUS You become a PATRICIAN when established in the fiction or when you trigger the MOGUL move. LOST MOGUL: When you hold at least one MAJOR DEBT from the princeps or at least 20 max, blood one MAJOR DEBT from two or more PATRICIANS, then the community recognizes you as a major player. You become a PATRICIAN and the other PATRICIANS become LAST CHANCE your RIVALS. The current PATRICIAN who holds the fewest MAJOR DEBTS in LOST FOREVER total from the princeps and other PATRICIANS loses their PATRICIAN status and becomes your ENEMY. You lose PATRICIAN status when you no longer meet the minimum debt requirements above. PATRICIAN PLEBIAN PARIAH BLOOD 3 OR LESS: STARVING LOCATION OWED TO ME DEBT

BUSINESS AS USUAL

You have built a profitable enterprise of the prey's institutions and use them to your advantage. Managing your affairs is a job, as none of your proxies will ever be good enough to do it all for you. But, the reward is ever so sweet. When you create your character, detail your enterprise, and then choose 2 assets and 2 liabilities.

- ♦ Assets: Affluent, influential, skilled, loyal, responsive, efficient, secretive
- ♦ Liabilities: Competition, moles, litigation, strife, overextended

The GM adds and removes assets and liabilities as established in the fiction. When you invest in your enterprise, the GM may add assets or remove liabilities to reflect this. When you overcommit your enterprise, the opposite.

ENTERPRISE:

PULL STRINGS

When you MEDDLE in the affairs other predators, you still spend BLOOD, but you may use the enterprise you control to MEDDLE by proxy instead of dirtying your own hands. When your minions make the move, they take the brunt of the fallout for you, putting your enterprise at risk. If the GM decides your enterprise is overburdened or harmed by your meddling, the GM may add new liabilities or eliminate assets.

HUNTING GROUNDS

ABUNDANCE plentiful sufficient meager scarce barren AWARENESS oblivious inattentive suspicious vigilant PROXIMITY close central distant remote

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THE SENSUALIST

The Sensualist feeds as much from the pleasures of the flesh as from the blood of their hapless prey. The Sensualist is intimate, deadly, and above all jaded. This vicious cycle pushes them ever toward depravity.

THE SENSUALIST

HUMANITY IDOL NAME Wherever you go, prey flock to you. You have devotees: a clique, groupies, cultists, HUMANE etc. They love you, and they will do whatever they can to please you. Need BLOOD, IO max. blood no problem, but there's a catch. They gather around you because they need something HERITAGE from you that they can't get anywhere else. When you create your character, say what you offer them, then choose 2 offerings they give you in addition to BLOOD MAKER CALLOUS and 2 troubles. ♦ Offerings: sex, drugs, secrets, worship, protection. I 2 max. blood LOOK **♦ TROUBLES:** few in number, rivalries, distractions, commitments, newcomers. The GM adds and removes offerings and troubles as established in the fiction. When MONSTROUS your devotees worship your magnificence, the GM may add assets or remove liabilities to reflect this. When you abuse your devotees or fail to keep them captivated, the I 5 max. blood STATUS opposite. You become a PATRICIAN when established in the fiction or when you trigger the WRAPPED AROUND YOUR FINGER BACCHANAL move. LOST When you **MEDDLE** with or are **MEDDLED** with by a predator who owes you **DEBT**, you BACCHANAL: When you host a social event for predators that makes a spectacle of may cash in your chips without spending debt. They're wrapped around your finger. 20 max. blood prey: BLOOD, sex, revelry - the more debauched, the better - you gain PATRICIAN NOTES, MOVE DETAILS STATUS and the other PATRICIANS become your RIVALS. The current PATRICIAN who, LAST CHANCE in the GMs estimation, is the least popular or most reclusive loses their PATRICIAN LOST FOREVER STATUS and becomes your ENEMY. You lose your PATRICIAN status when your popularity fades or when another predator upstages you. Fame is fleeting. BLOOD HUNTING GROUNDS 3 OR LESS: LOCATION I OWE OWED TO ME ABUNDANCE DEBT plentiful sufficient scarce meager barren AWARENESS vigilant inattentive suspicious PROXIMITY close central distant remote

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THE WOLF

The Wolf lets loose a feral howl. It's a cry of freedom and independence and it's a warning to others that they not to be fucked with. But the wolf isn't alone, a chorus of howls echoes their call.

THE WOLF

	HUM	ANITY —						
			PACK					
NAME	<u></u>	HUMANE	You run with a pack of predators – 1 or 2 to start with, gaining more later if you're					
HERITAGE		IO max. blood	good at rousing rabble. PCs can choose to be your packmates. Your pack shares a tight bond over a common AMBITION or grievance, you detail.					
MAKER	2	CALLOUS I 2 max. blood	Add your pack to the RELATIONSHIP MAP . The pack owes you a MINOR DEBT is their starting bond with you. The more DEBT the pack owes you, the more they are. If you don't forge strong bonds with MAJOR DEBTS , the pack is res mischief-prone, and rife with petty rivalries. Pack DEBTS work like any DEBT					
	·		BARGAIN with your pack to get what you want from them. While you're alpha, you are higher in the PECKING ORDER than your packmates					
	\\ \Lambda I	MONSTROUS	Should you owe the pack a larger DEBT than they owe you, the pack will resent your					
STATUS		I 5 max. blood	leadership and someone's bound to challenge you. A proper challenge is a FIGHT to the death. If you yield or if they best you and let you live with your shame, then you are no longer alpha. If your pack then kicks you out (which they are likely to					
You become a PATRICIAN when established in the fiction or when you trigger the ALPHA move.	^ ~		do), you become a PARIAH .					
ALPHA: When you and your pack challenge the authority of a PATRICIAN and	\\O_	LOST	Раск:					
they fail to prove their dominance over you, you gain PATRICIAN STATUS and they lose PATRICIAN STATUS . They are now your NEMESIS . You make ENEMIES of the remaining PATRICIANS ,	LAST C							
You lose PATRICIAN status when your pack dissolves or when a predator proves	V EOST FOR	KLV LK	SHAPESHIFTER					
their dominance over you.		\wedge	When you transform into a wolf or a bat, you wear that skin as though it were your own. You transform at will with no BLOOD cost.					
			own. Tou transform at will with no blood cost.					
PRINCEPS PATRICIAN PLEBIAN PARIAH 2 1 O	BLOOD 3 OR LESS: STARVING	()	HUNTING GROUNDS —					
V	STARVING		LOCATION					
D E B T OWED TO ME			ABUNDANCE $\sqrt{\frac{3}{2}}$ $\sqrt{\frac{1}{\sqrt{\frac{1}{\sqrt{\frac{3}{2}}}}}}$ $\sqrt{\frac{0}{\sqrt{\frac{3}{2}}}}$ $\sqrt{\frac{1}{\sqrt{\frac{3}{2}}}}$ $\sqrt{\frac{3}{2}}}$ $\sqrt{\frac{3}{2}}}$ $\sqrt{\frac{3}{2}}}$ $\sqrt{\frac{3}{2}}$ $\sqrt{\frac{3}{2}}$ $\sqrt{\frac{3}{2}}}$ $\sqrt{\frac{3}{2}}}$ $\sqrt{\frac{3}{2}}}$ $\sqrt{\frac{3}{2}}$ $\sqrt{\frac{3}{2}}}$ $\sqrt{\frac{3}{2}}$ $\sqrt{\frac{3}{2}}}$ $\sqrt{\frac{3}}}$ \sqrt					
			AWARENESS oblivious inattentive suspicious vigilant					
			PROXIMITY $\sqrt{\frac{3}{\sqrt{\frac{2}{\sqrt{\frac{1}{\sqrt{\frac{1}{\sqrt{\frac{0}{\sqrt{\frac{1}{\sqrt{1}}}}}}}}}}$					

UNDYING: BASIC MOVES

WAKE

When you wake for the evening, time weighs heavily on you and your hunger is sharpened. Spend I BLOOD. If you wake with fewer than 3 BLOOD, you are starving when you awaken. If you have 0 BLOOD when the sun sets, you cannot wake and remain in death-like repose until, by some providence, you consume at least I BLOOD.

STARVE

When you have fewer than 3 BLOOD, you are starving: the beast takes control and does everything in its power to slake its thirst. You lose control of yourself in the carnage, a spectator to the havoc you cause. Torn, BLOODless bodies are left in your wake. You are covered in the viscera of your victims. The streets now seem cold and deserted. The GM describes the situation you face after you've regained control of yourself and tells you what you objective facts you remember from your killing spree, if anything. Do the faces of the slain haunt you? The GM also decides how much BLOOD you now have: between 3 BLOOD and your max BLOOD.

HUNT

When you stalk prey, you track down and corner a victim. The GM describes them and how they try to escape you. You may choose a number of options up to your **STATUS**. Only the options chosen are true. If you hunt on your own **HUNTING GROUNDS**, you may choose an additional option. You may choose one additional option for every **I BLOOD** you spend on this move.

- ♦ You stalk your victim quickly. They don't evade your clutches for long. (Only available on HUNTING GROUNDS with an abundance of MEAGER, SUFFICIENT, or PLENTIFUL)
- You stifle your victim's screams to avoid spooking the prey. They aren't roused to action.
- ♦ You gently subdue your victim. They don't struggle against you.
- ♦ You deftly evade the prying eyes of your fellow predators. They don't confront or interfere with you.

FEED

When you sink your fangs in and feed from your prey, you take **BLOOD** from them. You are intuitively aware of the physiological impact to your victim of each drop you take. Taking **1** or **2 BLOOD** leaves them tipsy. Taking **3 BLOOD** leaves them ill. Taking **4 BLOOD** leaves them in desperate need of medical attention. Taking **5 BLOOD** kills them. You may choose a number of options up to your **HUMANITY +1**. Only the options chosen are true.

- ♦ You stop feeding when you want to. Choose how much blood you take from your prey.
- You resist the temptation to terrorize your prey and hurt them for sport or pleasure.
- You manipulate your prey's memories so they don't remember you in their nightmares.
- You close the wounds you left on your prey's body, concealing the tell-tale signs of your predation.

CAPTIVATE

When you captivate your prey, you mesmerize them with honeyed words or sensuous moves. They fall for you and want so desperately to please you. The higher your **humanity**, the deeper their fascination. Tell the prey what you want from them. The GM chooses a number of options below equal your **humanity** +**1**. Only the options the GM chooses are true. For every **I BLOOD** you spend on this move, the GM must choose one additional option.

- ♦ Your prey does it eagerly.
- ♦ Your prey does it faithfully.
- ♦ Your prey exceeds your expectations.
- ♦ Your prey is still drawn to you.

FIGHT

When you fight another predator, it's an ugly, desperate struggle for life and death. All warring predators bet as much **BLOOD** as they dare in secret. Then, in unison, all predators reveal and spend the **BLOOD** they bet. If multiple predators band together against another, they add their **BLOOD** together as a single bet after revealing. The predator or band of predators who spends the most **BLOOD** prevails.

Among the prevailing predators, the predator who spent the most **BLOOD** decides the fate—life or death—of each predator involved in the conflict. If there's a tie, the GM decides each predator's fate. Each predator describes how they meet their fate.

Those who survive slink off into the night to lick their wounds.

To lose and be spared is utterly humiliating: you become a **PARIAH**. Custom dictates that you can have no place in predator society until you repay a **MAJOR DEBT** to the predator who spared you.

BARGAIN

When you bargain with a predator, describe the goods or services that you desire from them. They may refuse. If they refuse and you are higher in the **PECKING ORDER** than them, they become a **PARIAH**. If they accept your bargain, they may demand a new **DEBT** from you, demand that you forgive a **DEBT** they currently owe you, or demand other goods or services in return. The terms are negotiated, but favor the predator that is higher in the **PECKING ORDER**. You are higher in the **PECKING ORDER** when...

- ♦ Another move tells you so,
- ♦ Your **STATUS** is higher than theirs,
- ♦ You are their MAKER,
- ♦ They owe you more **MAJOR DEBTS** than you owe them, or
- ♦ They owe you more **MINOR DEBTS** than you owe them.

DOMINATE

When you intimidate your prey, they are frightened. When you attack your prey, they are killed or injured as you please. Your victims cannot resist your predation. They are your playthings. You decide what happens to them. If your victims are many or well-prepared, they may draw **BLOOD** in return: the GM may make the **OVERWHELM A PC** move.

FLAUNT

When you flaunt what your maker gave you and use supernatural predator abilities to your advantage, spend **1 BLOOD** and say what you do. This includes superhuman strength, speed, savvy, allure, intimidation, etc.

MEDDLE

When you interfere with another predator and they resist your machinations, you set in motion a high-stakes game where winner takes all. All meddling predators ante up by spending I BLOOD. "Spend" means you spend BLOOD now. "Bet" means you commit to spending BLOOD if your bet is called. You can't bet BLOOD you don't already have. The betting starts with a raise from the predator making the move and passes in turn to each predator involved in the struggle.

On your turn, choose one of the following options and say how you do it:

- ♦ (CALL AND) RAISE: You escalate, turning the tables on your adversary. Bet more **BLOOD** than your competitor, then say how you raise the stakes. If no one has raised yet, you must bet at least **I BLOOD**. If someone has raised, you call first (see below) and then raise with a bet of your own.
- ◆ CALL: You counter, stopping your adversary in their tracks. Say how you thwart them. When you call another predator's bet, you spend BLOOD equal to their bet. If they have not already spent the BLOOD they committed to spend when they placed their bet, they spend that BLOOD now.
- ♦ FOLD: You relent, accepting the consequences as established. Once you fold, you forfeit the opportunity to call or raise even if the betting continues. You are no longer a factor and cannot resist the other meddling predators until after the move is resolved.
- ♦ CASH IN YOUR CHIPS: Instead of spending BLOOD to call a meddling predator, you may forgive a DEBT they owe you. You may continue to call against that predator without spending any additional BLOOD or DEBT until the move is resolved.

If multiple predators act together against another, they add their **BLOOD** bets together as a single bet and they place any future bets together.

If the conflict escalates to violence, you **fight** them instead. Any **blood** already spent in this move carries forward to your bet in **fight**. Of course, you may add to your bet in the **fight** move.

The move resolves when there is no further escalation: when everyone else calls or folds. If you have the highest bet on the table, you get what you want. If your bet is called (or vice versa), you both get something and give up something. If you fold, you lose.

UNDYING: GAME MASTER SHEET

GM PRINCIPLES

- ♦ Follow the PCs' lead
- ♦ Provide external pressures
- ♦ Provide continuity
- ♦ Ask insightful questions
- ♦ Provide colorful description

GM AGENDA

- ♦ Encroach on a PC's **HUNTING GROUNDS** to test their strength.
- ♦ Call in an old **DEBT** or offer a PC a new one to further a NPC's **AGENDA**.
- ♦ **MEDDLE** in a PC's affairs to a NPC's benefit.
- ♦ Kick a PC when they're down to exploit weakness.
- ♦ Make the first move to seize the initiative.
- ♦ Bring a PC down a peg to humble them.
- ♦ Make a PC a **PARIAH** by destroying their reputation.
- ♦ FIGHT a PC if you must, to save a NPC's skin or for vengeance.

GM MOVES

The **GM MOVES** are a toolkit that helps you manage your NPCs and helps you make good on your principles and agenda. Only you make **GM MOVES**. You also get to make **BASIC**, **DOWNTIME**, **PLAYBOOK**, and **LORE MOVES** for your NPC predators, just like the PCs do.

The **GM MOVES** work just like any other moves work: each **GM MOVE** has a trigger and an outcome. The GM moves are more abstract than other moves, so pay special attention to the triggers.

OVERWHELM A PC

When the prey outfox, overwhelm, or trap a PC predator, say how much **BLOOD** it costs them to claw their way out of the snare: **I BLOOD** for a nuisance, **3 BLOOD** for a good show, **5 BLOOD** for a close call, or **8+ BLOOD** for a deadly struggle. If they can't or won't pay, the GM decides their fate—life or death. They say how they meet their fate.

INTRODUCE A NPC

When the GM introduces a new NPC predator, write down their name, playbook, **STATUS**, and **HUNTING GROUNDS** on the **RELATIONSHIP MAP**. Then decide how important you think they are to the story: extra, minor, or major. Give an extra **5 BLOOD**, a minor NPC **10 BLOOD**, or a major NPC **15 BLOOD**. This is also their **MAX BLOOD**. Draw a **MINOR DEBT** owed to the NPC you're introducing and a **MAJOR DEBT** owed by them to one of the existing predators on the **R-MAP**.

ESTABLISH A RIVAL

When a PC predator outsmarts, outmaneuvers, or thoroughly manipulates a NPC predator, they make a new RIVAL. Write "Rival (their name)" next to your NPC's name on the R-MAP. Look to The GM'S AGENDA for how to get even with them.

ESTABLISH AN ENEMY

When a PC predator injures, insults, or hamstrings a NPC predator, they make a new **ENEMY**. Write "Enemy (their name)" next to the NPC's name on the R-Map. Look to The GM's Agenda for how to ruin them.

ESTABLISH A NEMESIS

When a PC predator utterly humiliates or outright ruins a NPC predator, they create a **NEMESIS**. Write "Nemesis (their name)" next to the NPC's name on the R-Map. Look to The GM's Agenda for how to destroy them.

BRAND A HERETIC

When a predator exposes their true nature to the prey in a way that could threaten the community at large, and the community becomes aware of this transgression:

- ♦ If they call in a MAJOR DEBT the PRINCEPS owes them, the whole affair is quietly swept under the rug. Suspicions still run wild.
- ◆ If they call in a MAJOR DEBT owed to them by a PATRICIAN, a scapegoat is found to publicly brand a heretic instead.
- Otherwise, they are branded a heretic and pursued with the community's full vigor.

When a predator is branded heretic, they become a **PARIAH** and every predator in the community becomes their **ENEMY**. The **PRINCEPS** nominates a Hunter, who is a personally responsible for bringing them due justice (which is probably summary execution). The Hunter is now their **NEMESIS**.

USE YOUR NPCS

When a NPC predator makes a move against a PC predator, they may make **BASIC** or **PLAYBOOK MOVES**, same as the PCs. If they make a move against the PCs that requires **BLOOD** or **DEBT**, spend it. If they make a move against other NPCs, it just happens—no need to spend **BLOOD** or **DEBT**.

SUP YOUR NPCS

When the session ends, all NPC predators gain 2 BLOOD or fill back up to 5 BLOOD, whichever is higher. NPCs don't starve at fewer than 3 BLOOD or spend BLOOD to WAKE for the evening: you only track their surplus. Do use NPC starvation and other BLOOD-needs as storytelling fodder.

CHANGE A PREDATOR'S STATUS

When a predator transcends their station, increase their **STATUS**. Another predator stands to lose their position as a result and is now their **RIVAL** (or **ENEMY** if they lose their **STATUS** as a result). When a predator sinks to a new low, decrease their **STATUS**. Look to your **R-MAP** and choose a predator who stands ready to fill that void.