






Advanced skills



The Absolver and the Friend help the **Cultists**. The Troubler *might* cause them some trouble, however...

Resolve the Troubler after casting votes, but before any other Voting-related ruling (e.g., the Absolver). At this point, reveal the Target cards . The players receiving  do not check theirs before Voting (and you do not physically swap their cards). The cards without  symbol do nothing.





These skills can only be used if they are included during setup.

Absolver

Roll a die. Look at  of one .







 Another player of your choice will not vote. Instead, all players of their team (except them) will receive an extra vote.


Friend

 Choose another player. They may  you. Otherwise, you may  them. If not, they use their . You see any information revealed by that skill.

Troubler


 : In voting, players voting for  vote for the other  instead.


 : Alignments of   are swapped with each other.

: If the Target cards are unused, assign them to 4 players face-down. Otherwise, look at them.