






Everyone




Target receives .






Antagonist

Look at  of the player on your right.




  The player on your right is prevented from Ascending. Reveal their .

Gambler



Roll a die.   . Shuffle and look.



 Do as above. Roll another die, distribute   freely to  .

Greedy


 You receive  Offering and  .



Influencer

Target receives  .




 Target looks at your .

Leader





 Target may vote immediately, or decline.

 Look at target's .


Meddler




Roll a die. You may choose one  to look at the other  .

Secretary



Choose two players. The first gives any   to the second, who gives you one of those cards. If they got  , they must give according to their alignment. Look at the card.

Seer


Look at target's .

 Two targets . Shuffle and look; freely reveal any .

Teacher

 Target takes  Joker.

Witness






Name a skill which hasn't been used. Anyone with that skill reveals .

 Two targets . Shuffle and look.

Joker


Use any skill.

Assassin




 Guess target's hidden . If correct: They discard  and are prevented from Ascending. You receive  Assassin. If wrong: they get .

Basic skills


Everyone

Target receives .



Meddler


Roll a die. You may choose one  to look at the other  . You don't look.

Medium


Look at another player's .


Onlooker






 Two players of your choice perform  (See below). Look at the shuffled cards.

↳ Onlooker costs  to use.

 Favor token.

 Alignment card.



 Skill card.

 Targets take , then choose  or  according to their .

You cannot target yourself!

Phases

1. Mission Briefing.
2. Council.
3. Voting.

+1 vote to **Cultists** with  . With 4/6/8/10 players, extra +1 to all **Cultists**.

Alignments

CULTISTS win if only **Cultists** are chosen to Ascend.

INVESTIGATORS win if an Investigator was among the chosen.