

<p>International Assassin Mission [3]:</p> <ul style="list-style-type: none"> Corrupt Foreign Diplomat is eliminated Corrupt Foreign Diplomat has circumstance assassination. <p>Elimination: assassination,justice</p> <p>Default Circumstance: assassination</p>	<p>Unknowingly Actually a Ghost Mission [2]:</p> <ul style="list-style-type: none"> You are eliminated You have circumstance assassination or justice <p>Elimination: assassination,justice,exorcism</p> <p>Special: If you complete your mission and hold circumstance assassination, International Assassin is eliminated at the end of the scoring phase. If you complete your mission and hold circumstance justice, vigilante is eliminated at the end of the scoring phase.</p> <p>Default Circumstance: mundane</p>	<p>Religious Zealot Mission [2]:</p> <ul style="list-style-type: none"> Actually a Ghost This Whole Time is eliminated while holding circumstance exorcism. <p>OR</p> <ul style="list-style-type: none"> Reincarnated Pharaoh is eliminated while holding circumstance exorcism. <p>Elimination: assassination,justice</p> <p>Special: Ignore the special effects of curse circumstance. Instead, At the end of the round, discard the curse circumstance and draw exorcism circumstance.</p> <p>Default Circumstance: exorcism</p>	<p>Corrupt Foreign Diplomat Mission [3]:</p> <ul style="list-style-type: none"> You are not eliminated You have circumstance guns <p>Elimination: assassination, justice</p> <p>Special: You may choose to discard your dossier and draw a new one at the end of a round.</p> <p>Default Circumstance: cash</p>
<p>Warmonger Mission [3]:</p> <ul style="list-style-type: none"> You are not eliminated You have circumstance cash <p>Elimination: assassination, justice</p> <p>Special: You may choose to discard your dossier and draw a new one at the end of a round.</p> <p>Default Circumstance: guns</p>	<p>Exactly what you seem to be Mission [1]:</p> <ul style="list-style-type: none"> You have circumstance mundane <p>Elimination: curse, guns, cash, exorcism, assassination</p> <p>Default Circumstance: mundane</p>	<p>Cult leader Mission [size of doom pile]:</p> <ul style="list-style-type: none"> You are eliminated <p>Elimination: assassination,justice,exorcism</p> <p>Special: When you are eliminated all cultists are also eliminated. Calculate your total doom after all cultists are eliminated. After you score, discard all cultist cards from the doom pile..</p> <p>Default Circumstance: cultist</p>	<p>Vigilante Mission [2]:</p> <ul style="list-style-type: none"> Corrupt Foreign Diplomat is eliminated while holding circumstance justice. <p>OR</p> <ul style="list-style-type: none"> Cult leader is eliminated while holding circumstance justice. <p>Elimination: Assassination</p> <p>Default Circumstance: justice</p>

<p>Reincarnated Pharaoh Mission [curses discarded]: <ul style="list-style-type: none"> You are eliminated Elimination: assassination, justice, exorcism Special: When you are eliminated players discard all curse cards in play. Each player who discards a curse draws their default circumstance. If you hold exorcism then you score no points this round.</p> <p>Default Circumstance: justice</p>	<p>Bounty Hunter Mission [curses discarded]: <ul style="list-style-type: none"> You are eliminated Elimination: assassination, justice, exorcism Special: When you are eliminated players discard all curse cards in play. Each player who discards a curse draws their default circumstance. If you hold exorcism then you score no points this round.</p>	<p>Doppelganger</p>	
<p>Butler <i>"The help should be neither seen nor heard."</i></p> <p>Traits: meticulous, precise, clean</p> <p>Embodiment: Clean up after or serve another player.</p>	<p>Big Game Hunter <i>"One day I will find the ultimate prey"</i></p> <p>Traits: Boisterous,gregarious,adamant</p> <p>Embodiment: Tell a story that is hard to believe.</p>	<p>Inspector <i>"Everyone lies."</i></p> <p>Traits: observant,deductive,cold</p> <p>Embodiment: Observe someone out of place or acting strangely.</p>	<p>Foreign Exchange Student <i>""</i></p> <p>Traits: taciturn,</p> <p>Embodiment: Ruin a conversation by misunderstanding how to behave in that situation.</p>

<p>Scion <i>"When daddy is out of the picture, it will all be mine."</i></p> <p>Traits: entitled,narcissistic,cunning</p> <p>Embodiment: Take something that isn't rightfully yours.</p>	<p>Alderman <i>""</i></p> <p>Traits:</p> <p>Embodiment: Make a speech or toast.</p>	<p>Miser <i>""</i></p> <p>Traits:</p> <p>Embodiment:</p>	<p>Physician <i>""</i></p> <p>Traits:</p> <p>Embodiment:</p>
<p>Dean of Admissions <i>""</i></p> <p>Traits:</p> <p>Embodiment: Reject someone's proposal.</p>	<p>Railroad Baron <i>""</i></p> <p>Traits:</p> <p>Embodiment: Make a deal.</p>	<p>Astronomer <i>""</i></p> <p>Traits:</p> <p>Embodiment:</p>	<p>Clergy <i>""</i></p> <p>Traits:</p> <p>Embodiment: Console someone</p>

<p>Cultist Special: You may choose to make this as your animus card starting next round. If you do, discard your previous animus card and draw mundane as your default circumstance. Otherwise, discard this card and draw the default circumstance listed on your animus card.</p> <p>Mission [2]:</p> <ul style="list-style-type: none">• You are eliminated <p>Elimination: assassination,justice,exorcism</p> <p>Special: When you are eliminated and discard your cards. Place this card into the doom pile. Also, make a speech about how close “the end” is.</p> <p>Default Circumstance: mundane</p>	<p>Curse Special: Do not discard this card at the end of the round. Do not draw your default circumstance at the end of the round.</p>	<p>Guns Special: At the end of the round, discard this card and draw the default circumstance listed on your animus card.</p>	<p>Cash Special: At the end of the round, discard this card and draw the default circumstance listed on your animus card.</p>

<p>Exorcism Special: At the end of the round, discard this card and draw the default circumstance listed on your animus card.</p>	<p>Assassination Special: At the end of the round, discard this card and draw the default circumstance listed on your animus card.</p>	<p>Justice Special: At the end of the round, discard this card and draw the default circumstance listed on your animus card.</p>	<p>Mundane Special: At the end of the round, discard this card and draw the default circumstance listed on your animus card.</p>
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At the end of the round, discard this card and draw the default circumstance listed on your animus card.

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At the end of the round, discard this card and draw the default circumstance listed on your animus card.

Mundane**Special:**

At the end of the round, discard this card and draw the default circumstance listed on your animus card.

