

CULT OF CATHULHU

A HIDDEN ROLE GAME

Setup

The Cultists have gathered: their Great Eldritch Ritual nears its end. There is just one thing left: choose one of them to Ascend and finish the ritual. It's simple, really. They are all the same – any of them will do! There is just **one** problem: some Investigators have infiltrated the ritual, pretending to be Cultists. And choosing any of them would *ruin it all!*

Select *alignment cards*  according to the number of players:


Players	Cultists	Investigators
4	2	2
5	3	2
6	3	3
7	4	3
8	4	4
9	5	4
10	5	5
11	6	5






CULTISTS want to find a Cultist to (or have themselves) be chosen to Ascend at the end of the game.



INVESTIGATORS secretly try to make the Cultists choose an Investigator.

Choose *skill cards*  equal to the number of players; see **Suggested skills**.

Deal   randomly to all players, face-down. They define players' *alignment* and *skill*.

Set the two-sided skill cards, dice, favor tokens , vision cards, and the two-color card in reach of all players. The skill cards not used in the game should be left face-up.



Players	Suggested skills
4	Antagonist, Greedy, Influencer, Leader
5	+ Witness
6	+ Meddler
7	+ Secretary
8	+ Gambler
9	+ Seer
10	+ Teacher
11	+ Leader

Mission Briefing

All players look at their cards.

Read the following out loud so that **Investigators** know each other's alignment and skills:

"All players, hold your cards in your hands and close your eyes."

"Investigators, open your eyes and reveal your cards."

After a while: "Everyone, close your eyes and put your cards face-down on the table. Everyone, open your eyes. The Council begins."

Start the Hourglass on the two-color card, matching its bottom color.




Council

The Council is the main phase of the game. During the Council, players can discuss and **use their skills**. You may discuss, but not show, any hidden information. The Council lasts until the timer runs out, or no one has a skill card left.


Voting









"Three..., two..., one..., VOTE!"



After the Council, all players simultaneously vote for another player by pointing at them.


Reveal all  and count the votes. The **Cultists** with at least two  are in Cathulhu's favor and receive one bonus vote from Cathulhu. With 4/6/8/10 players, all **Cultists** receive a further extra vote. All players with the most votes (unless prevented  from doing so) Ascend, finishing the ritual; the game ends.

If all Ascended are Cultists, the Cultists win. If any of them is an Investigator, the Investigators win.

Using a skill always requires a skill card . The skills give information to Cultists, but also an opportunity for the Investigators to mislead them.

1. Take the Hourglass and lay it sideways. Others cannot discuss or use skills until you finish. You **must** use a skill now.
2. If you are a **Cultist**, use a skill from your . If you are an **Investigator**, use a skill from **any** .
3. Let everyone know which skill you are using. Skills with  can only be used if you are (or were) the first to use it. Skills with  require .
4. Discard the required . Discard your , **face-down. Never flip a used skill card!**
5. Execute the skill (**one** box in )
6. Either return the Hourglass running on the two-color card, or give it to a willing player of your choice.


Favor  is needed to use powerful skills and to gain Cathulhu's favor. Other players may bestow you one by *using their skill*. You **cannot** give your  to others, but you may discard it freely.

With 4/6/8/10 players, a mysterious power lingers around, watching the Council. It votes for **all Cultists**; count an extra vote for them. **Cultists** with two or more  receive total of two extra votes.


! In voting, **Cultists** always have majority by one. Thus, if the **Cultists** knew everything, they would win. But well-played **Investigators** may only need to convince **one** Cultist to vote for one of them to win!

Skills


Everyone

Another player of your choice 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. The two players   marked in the die perform .
Look at the shuffled cards.




Do as above. Then: roll another die. Distribute   to the marked players as you wish.

Greedy




You receive the two-sided Offering  and .

Influencer

Another player of your choice receives .




Another player of your choice looks at your .

Leader



Another player of your choice may vote immediately. They may decline. If they vote now, they do not choose again in Voting.






Look at another player's .





Joker

Use any skill. Pay normally.


Meddler

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




Secretary

Choose two players. The first secretly selects any   and passes them 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 (Medium)



Look at another player's .



Two players of your choice perform . Look at the shuffled cards, then freely choose any number of  from them to reveal. Do not reveal any .


Teacher



Another player of your choice takes the two-sided Joker . Discard their other , if any.

Witness (Onlooker)







Two players of your choice perform . Look at the shuffled cards.

Name a skill card whose unique skills no one has used.
Anyone with that card reveals it.

Assassin



Guess another player's . You cannot guess the two-sided cards or a revealed card. Reveal the card.
If correct: The player is prevented from Ascending. Discard their . You receive the two-sided  Assassin.
If wrong: they get .




Absolver

Roll a die. Look at  of one of the






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

Friend

Choose another player. They may  you. Otherwise, you may  them. If neither chose to, they use their . You see any information revealed by that skill.

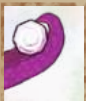
Troubler


. After casting votes, swap votes received by   with each other.

. After casting votes, alignments of   are swapped with each other.

How to read skill cards & dice

Each box is always a separate skill. Use only one! All skills except Everyone are unique.



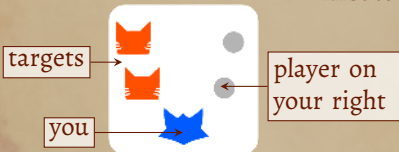
Spend  to use.




Spend  to use.







Only usable if you are the first to use it.






 The skill user (you!)





 Another player of your choice.




 A player determined by  /  / 


 Alignment /  Skill /  Vision card




 Favor token.

   Shown player receives favor.





  The shown player gets the indicated two-sided . It is revealed. If they already have , they discard it.


   The player looks at the indicated card(s).


 Reveal the card(s) to everyone.

 Roll a die →  .


  is the player on your right.

 Two players take  and choose the correct cards in secret. The chosen cards are shuffled. Cultists choose , Investigators choose .

 Player is prevented from Ascending: they can vote and be voted for, but they do not Ascend. If they would be the only one to Ascend, the players second in votes Ascend instead.

 If the Target cards are unused, assign them to 4 other players face-down. Otherwise, look at them. Reveal only after casting votes.

 Votes received by .

 Swap the two things after casting votes.

         see the corresponding skill description.

Game by:

Ymir Noita & Ossi Noita
Noitasumma Oy, Finland



With special thanks to our dedicated **alpha testers** at *Tampereen akateeminen roolipelikerho Excalibur*: Ali, Anni "Anzku" Mäkinen, Antti N, Jenni "jenni.nord" Leppänen, Niko Mikkonen, Pinja "xxxpira" Prauda, Salik Tariq, Titta Pietikäinen, Tommi Hiisi



Find these rules & more at:
<https://cat.noitasumma.com>