

TOWNSFOLK



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Alchemist

You have a not-in-play Minion ability.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

OUTSIDER



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



Saint

If you die by execution, your team loses.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.



Leech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

In the Court of Cthulhu — by Fantasy

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Magician
- 6  Lunatic
- 7  King
- 8  Marionette
- 9  Leech
- 10  Amnesiac
- 11  Noble
- 12  Bounty Hunter
- 13  Cult Leader
- 14  Spy
- 15  General
- 16  Leviathan
- 17  Dawn

FABLED, JINXES & LORIC

-  **Alchemist & Organ Grinder**
If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.
-  **Heretic & Spy**
Only 1 jinxed character can be in play.
-  **Alchemist & Spy**
An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.
-  **Magician & Spy**
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.
-  **Leviathan & King**
If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.
-  **Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.
-  **Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.
-  **Heretic & Leech**
Only 1 jinxed character can be in play.

FABLED

-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Lunatic
- 3  Lycanthrope
- 4  Po
- 5  Al-Hadikhia
- 6  Leech
- 7  Assassin
- 8  Choirboy
- 9  Amnesiac
- 10  King
- 11  Bounty Hunter
- 12  Cult Leader
- 13  Spy
- 14  General
- 15  Leviathan
- 16  Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

In the Court of Cthulhu — by Fantasy

1		Dusk Start the Night Phase.
2		Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3		Demon Info If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		Alchemist Show the Alchemist a not-in-play Minion token
5		Magician
6		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
7		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
8		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
9		Lleech The Lleech points to a player. Place the Poisoned reminder token.
10		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Noble Point to 3 players including one evil player, in no particular order.
12		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
13		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
16		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

In the Court of Cthulhu — by Fantasy

1		Dusk Start the Night Phase.
2		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
3		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
4		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
5		Al-Hadikhia The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
6		Lleech The Lleech points to a player. That player dies.
7		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
8		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
9		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		King If there are more dead than living, show the King a character token of a living player.
11		Bounty Hunter If the known evil player has died, point to another evil player.
12		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13		Spy Show the Grimoire to the Spy for as long as they need.
14		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15		Leviathan Change the Leviathan Day reminder for the next day.
16		Dawn Wait for a few seconds. End the Night Phase.