The Golem Trust - Revised v1.0.0 *by Shadowhawk*

Bootlegger Sentinel Djinn

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



Flowergirl
Each night*, you learn if a Demon voted today.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Tinker
You might die at any time.



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



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

Quick Reference

The Golem Trust - Revised — by Shadowhawk

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Magician
6. King
7. Poisoner
8. Mezepheles
9. Clockmaker
10. Seamstress
11. Balloonist
12. Chambermaid
13. Leviathan
14. Dawn

FABLED, JINXES & LORIC

Boffin & Drunk

The Demon cannot have the Drunk ability.

Leviathan & Sage

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

Leviathan & King

If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

BOOTLEGGER RULES

> *Each player may only nominate once during the game - On the last day the Golem and Hermit become drunk and all living players may nominate even if they have already done so*

FABLED

Sentinel

There might be 1 extra or 1 fewer Outsider in play.

Djinn

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

LORIC

Bootlegger

This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Mezepheles
5. Assassin
6. Sage
7. Tinker
8. Flowergirl
9. Seamstress
10. Balloonist
11. King
12. Chambermaid
13. Leviathan
14. 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

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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. **Philosopher**
   The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5. **Magician**
6. **King**
   Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
7. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
8. **Mezepheles**
   Show the Mezepheles their secret word.
9. **Clockmaker**
   Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
10. **Seamstress**
    The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
11. **Balloonist**
    Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
12. **Chambermaid**
    The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
13. **Leviathan**
    Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

5 **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.

6 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

7 **Tinker**
The Tinker might die.

8 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

9 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

10 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

11 **King**
If there are more dead than living, show the King a character token of a living player.

12 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

13 **Leviathan**
Change the Leviathan Day reminder for the next day.

14 D **Dawn**
Wait for a few seconds. End the Night Phase.