I Volunteer As Tribute V1.0.2 v1.0.2 *by DrNecrotech*

Djinn Spirit of Ivory

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Town Crier
Each night*, you learn if a Minion nominated today.



Oracle
Each night*, you learn how many dead players are evil.



Undertaker
Each night*, you learn which character died by execution today.



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



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



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



Sweetheart
When you die, 1 player is drunk from now on.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINION



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



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Baron
There are extra Outsiders in play. [+2 Outsiders]



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

DEMON



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

Quick Reference

I Volunteer As Tribute V1.0.2 — by DrNecrotech

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Preacher
5. Poisoner
6. Cerenovus
7. Mezepheles
8. Pixie
9. Fortune Teller
10. General
11. Dawn

FABLED, JINXES & LORIC

Plague Doctor & Baron
If the Storyteller would gain the Baron ability, up to two players become Outsiders.

FABLED

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

Spirit of Ivory
There can't be more than 1 extra evil player.

OTHER NIGHTS

1. Dusk
2. Preacher
3. Poisoner
4. Cerenovus
5. Mezepheles
6. Al-Hadikhia
7. Sweetheart
8. Fortune Teller
9. Undertaker
10. Town Crier
11. Oracle
12. General
13. 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

I Volunteer As Tribute V1.0.2 — by DrNecrotech

1 D

Dusk

Start the Night Phase.

2 M

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 D

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 

Preacher

The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

5 

Poisoner

The Poisoner points to a player. That player is poisoned.

6 

Cerenovus

The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

7 

Mezepheles

Show the Mezepheles their secret word.

8 

Pixie

Show the Pixie 1 in-play Townsfolk character token.

9 

Fortune Teller

The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

10 

General

Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

11 D

Dawn

Wait for a few seconds. End the Night Phase.

Other Nights

I Volunteer As Tribute V1.0.2 — by DrNecrotech

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

2  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

4  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5  **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.

6  **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.

7  **Sweetheart**
Choose a player that is drunk.

8  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

9  **Undertaker**
If a player was executed today: Show that player's character token.

10  **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

11  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

12  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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