Al-Daythreekhia v1.1.0 *by Hallow*

Sentinel Toymaker Djinn

TOWNSFOLK



Chef
You start knowing how many pairs of evil players there are.



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



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



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



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.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.

OUTSIDER



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINION



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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

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

Al-Daythreekhia — by Hallow

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Amnesiac
6. Chef
7. Fortune Teller
8. Nightwatchman
9. General
10. Dawn

FABLED, JINXES & LORIC

Marionette & Summoner

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED

Sentinel

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

Toymaker

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

Djinn

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

OTHER NIGHTS

1. Dusk
2. Al-Hadikhia
3. Amnesiac
4. Fortune Teller
5. Town Crier
6. Nightwatchman
7. General
8. 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

Al-Daythreekhia — by Hallow

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 
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.

5 
Amnesiac
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

6 
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

7 
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.

8 
Nightwatchman
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

9 
General
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

Other Nights

Al-Daythreekhia — by Hallow

1 **Dusk**
Start the Night Phase.

2  **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.

3  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

4  **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.

5  **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).

6  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

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