

Trouble with Diyas

Townsfolk

Washerwoman



You start knowing that 1 of 2 players is a particular Townsfolk.



Chef

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

Librarian



You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

Hanuman

You start knowing 3 good characters. One is in play, one is a demon bluff and one is not in play. You don't know which is which.

Empath



Each night, you learn how many of your 2 alive neighbours are evil.

Yudhishthir

You are "mad" that you are Yudhishthir, or else you lose your ability. Each night, choose two players. Learn how many of them are evil.

Undertaker



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

Monk

Each night*, choose a player (not yourself) they are safe from the Demon tonight.

Virgin



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

Slayer

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

Kalki



If you were killed by the Demon in the night, you come back to life in the night when there are 4 or fewer alive, with a not-in-play townsfolk ability.

Narasimha

If Hiranyakashipu is your alive neighbour, they die (not the first night). [+ Hiranyakashipu]

Mayor



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

Outsiders

Vibhishan



You start as an Evil player. If dead equal or outnumber the living, you switch alignments and become good.

Curse of Yayati

1 Townsfolk starts unknowingly with the Curse of Yayati. The Curse passes to the person that nominates them. A player with the Curse is Drunk and might register as Evil, minion or demon.

Recluse



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

Saint

If you die by execution, your team loses.

Minions

Poisoner



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

Hiranyakashipu

You cannot die by execution. Everyone knows who you are. You keep your eyes open at night. If Narasimha is your alive neighbour, you die.

Scarlet Woman



If there are 5 or more players alive & the Demon dies, you become the Demon.

Baron

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

Demons

Shakuni



Each night* choose a player, they die. When choosing the player, guess what character the player is. If correct, you get to pick again.

Ravana

Each night*, choose a player, they die. When receiving bluffs, choose one of them. You gain that ability and may register as good and that character to all Townsfolk abilities. [+1 Outsider]

Imp



Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

* Not the first night.

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First Night

* Travellers

M Minion Info

D Demon Info

 Curse of Yayati

 Hiranyakashipu

 Poisoner

 Raavana

 Vibhishan

 Chef

 Librarian

 Washerwoman

~ Dawn ~

 Hanuman

 Kali

 Empath

 Undertaker

 Yudhishthir

 Empath

~ Dawn ~

 Vibhishan

 Narasimha

 Scarlet Woman

 Raavana

 Shakuni

 Imp

 Monk

 Poisoner

 Hiranyakashipu

* Travellers

~ Dusk ~

Other Nights

First Night

* Travellers

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D Demon Info

 Curse of Yayati

 Hiranyakashipu

 Poisoner

 Raavana

 Vibhishan

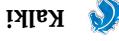
 Chef

 Librarian

 Washerwoman

~ Dawn ~

 Hanuman

 Kali

 Empath

 Undertaker

 Yudhishthir

 Yudhishthir

~ Dawn ~

 Empath

 Vibhishan

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 Hiranyakashipu

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Other Nights