

Trouble with Diyas

Townfolk

	Washerwoman You start knowing that 1 of 2 players is a particular Townfolk.
	Librarian You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Empath Each night, you learn how many of your 2 alive neighbours are evil.
	Undertaker Each night*, you learn which character died by execution today.
	Virgin The 1st time you are nominated, if the nominator is a Townfolk, they are executed immediately.
	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 townfolk ability.
	Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Chef

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



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.



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.



Monk

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



Slayer



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



Narasimha

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

Outsiders

	Vibhishan You start as an Evil player. If dead equal or outnumber the living, you switch alignments and become good.
	Recluse You might register as evil & as a Minion or Demon, even if dead.



Curse of Yayati



1 Townfolk 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.



Saint

If you die by execution, your team loses.

Minions

	Poisoner Each night, choose a player: they are poisoned tonight and tomorrow day.
	Scarlet Woman If there are 5 or more players alive & the Demon dies, you become the Demon.



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.



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



Raavana

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 Townfolk abilities. [+1 Outsider]

* Not the first night.

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First Night

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- D Demon Info
-  Curse of Yayati
-  Hiranyakashipu
-  Poisoner
-  Raavana
-  Vibhishan
-  Chef
-  Librarian
-  Washerwoman
-  Hanuman
-  Empath
-  Yudhishthir
- ~ Dawn ~

Other Nights

- ~ Dusk ~
- * Travellers
- Hiranyakashipu
- Poisoner
- Monk
- Imp
- Shakuni
- Raavana
- Scarlet Woman
- Narasimha
- Vibhishan
- Empath
- Yudhishthir
- Undertaker
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