

Diyas of Wrath

Townsfolk

Hanuman



You start knowing 3 good characters. One is in play, one is a demon bluff and one is not in play.

Drona



You start knowing 1 good player and their character as your student. If they die, you get a new student.

Laxman



Each night, choose a player (different from last night). They cannot die if both their alive neighbours are good.

Krishna



Each night, learn how long the longest chain of alive good Townsfolk is.

Savitribai



Once per game, at night*, choose a dead player. They are resurrected.

Yama



Once per game, publicly use your ability. That day, only you & the dead can nominate and vote. A vote token or a majority isn't required.

Durga



You learn who the demon is. If an executed Demon publicly guesses you (once), evil wins, even if you're dead. [+1 Outsider]

Narasingha



Each night*, if Hiranyakashipu is your alive neighbour, they die. [+ Hiranyakashipu]

Kaikeyi



1 good and 1 evil player have their positions swapped in the Grimoire.

Ashwathama



On your 1st night, choose 3 players (not yourself); 1 is poisoned, 1 might die at anytime, and 1 is safe from all evil abilities; even if you are dead.

Atanu



Each night, choose 2 alive players. If they have a private discussion with each other, both are poisoned until dawn.

Amba



If you die by execution, an alive minion may swap roles with the demon. That night, you kill upto the number of alive evil players.

Outsiders

Raavana



Each night*, choose a player, they die. Choose one demon bluff, you gain that ability. You may register as good or that character to Townsfolk abilities. [+1 Outsider]

Kumbhakarna



Each night*, choose if you wish to wake up or not. For each night you have not woken up in the game, choose a player, they die.

Minions

Karna



You start knowing 2 good players. Choose one to receive Kavacha (protected against executions), the other Kundala (protected against the demon).

Sita



Pick a consort. Each night, learn which characters picked either you or your consort.

Yudhishthir



Each night, choose 2 players. Learn how many of them are evil. You must be "mad" as Yudhishtir, else you lose this ability.

Bhishma



Once per game, at night*, choose if you wish to die. Only you die that night.

Ram



Any nominations made by you or on you, follow the rules of an exile.

Ganesh



You cannot be executed unless the demon votes for you. You are safe from the demon. If just ≤ 4 players live, you lose this ability.

Kalki



If you were killed by the Demon, you get resurrected on the night with ≤ 4 players alive, with a not-in-play Townsfolk ability.

Demons

Shurpanakha



Each day, if any nomination does not get enough votes, either the nominator or the nominee might die tonight.

Hiranyakashipu



You cannot die by execution. Everyone knows who you are. You keep your eyes open at night.

Shakuni



Each night* choose a player, they die. If you also correctly guess their character, you get to pick again.

Mahishasura



Each night*, choose a player, they die. You gain all not-in-play Minion abilities until there are ≤ 4 players alive.

* Not the first night.

First Night

* Travellers

M Minion Info

D Demon Info

 Durga

 Curse of Yayati

 Kaikeyi

 Hiranyakashipu

 Sita

 Raavana

 Vibhishan

 Ashwathama

 Karna

 Drona

 Hanuman

 Laxman

 Yudhishthir

 Krishna

 Atanu

~ Dawn ~

~ Dawn ~

 Sita

 Atanu

 Drona

 Krishna

 Yudhishthir

 Narasimha

 Savitrabai

 Ganesha

 Kalki

 Ambe

 Mahishasura

 Kumbhakarna

 Shakuni

 Raavana

 Shurpanakha

 Laxman

 Vibhishan

 Bhismha

 Hiranyakashipu

 Kaikeyi

 Travellers

~ Dusk ~

Other Nights