

# Trouble with Diyas

## Townsfolk

### Washerwoman



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

### 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 Townsfolk, 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 townsfolk 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.



### 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.



### 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]

## Minions



### 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.



### 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 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.

# 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

 Yudhishthir

~ Dawn ~

 Empath

 Vibhishan

 Narasimha

 Scarlet Woman

 Raavana

 Shakuni

 Imp

 Monk

 Poisoner

 Hiranyakashipu

\* Travellers

~ Dusk ~

# Other Nights