

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.



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.



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
-  Hanuman
-  Empath
-  Yudhishthir
- ~ Dawn ~

Other Nights

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