

Diyas of Wrath

Townfolk



Hanuman

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



Karna

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



Drona

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



Sita

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



Laxman

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



Yudhishthir

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



Krishna

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



Bhishma

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



Savitribai

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



Ram

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



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.



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.



Durga

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



Kalki

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



Narasimha

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

Outsiders



Kaikeyi

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



Vibhishan

You start as an Evil player. If dead equal or outnumber the living, you lose this ability.



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.



Curse of Yayati

1 Townfolk starts unknowingly with the Curse of Yayati. They are drunk and might register as Evil, minion or demon. The Curse passes to whoever nominates them.

Minions



Atanu

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



Shurpanakha

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



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.



Hiranyakashipu

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

Demons



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 Townfolk abilities. [+1 Outsider]



Shakuni

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



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.



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.

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