

# Askew

by Rohan Sarvaria

TOWNSFOLK



## Chef

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



## Washerwoman

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



## Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



## Oracle

Each night\*, you learn how many dead players are evil.



## Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



## Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



## Engineer

Once per game, at night, choose which Minions or which Demon is in play.

OUTSIDERS



## Snitch

Minions start knowing 3 not-in-play characters.



## Plague Doctor

If you die, the Storyteller gains a not-in-play Minion ability.



## Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



## Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



## Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



## Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



## Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night\*. [+1 Minion]



## Bootlegger

This script has homebrew characters or rules.



## Duchess

Each day, 3 players may choose to visit you. At night\*, each visitor learns how many visitors are evil, but 1 gets false info.



## Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



## Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

DEMONS  
FABLED

TRAVELERS



## Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



## Slayer

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



## Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



## Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



## Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



## Method Actor

You think you are a not-in-play Evil Minion, and you register as a Minion. The ability you think you have might function correctly. All Minions know that you are the Method Actor.



## Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



## Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



## Baron

There are extra Outsiders in play. [+2 Outsiders]



## Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



## Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



## Vortex

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



## Sentinel

There might be 1 extra or 1 fewer Outsider in play.



## Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.



## Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.



## Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

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-   If the Lil' Monsta is in play, and a character gains the Method Actor ability, they do not wake to choose who babysits the Demon.
-   The Marionette is not shown who the Method Actor is.
-   If the Poppygrower is in play, the Minions only learn the Method Actor after the Poppygrower dies.
-   When the Spy sees the Grimoire, all Minion tokens other than their own are removed.
-   If the Poppy Grower is in play, the Spy does not see the Grimoire until the Poppy Grower dies.
-   If the Plague Doctor dies, a living Minion gains the Spy ability in addition to their own ability, and learns this.
-   Only 1 jinxed character can be in play.
-   If the Storyteller gains the Baron ability, up to two players become not-in-play Outsiders.
-   If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.
-   The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token, and does not learn they are the Marionette if they have the Lil' Monsta token.
-   When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.
-   The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.
-   The Marionette does not learn that a Damsel is in play.
-   If the Demon has a neighbour who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.
-   If the Marionette thinks that they are the Huntsman, the Damsel was added.
-   If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.
-   If there are 5 or more players alive and the player holding the Lil' Monsta token dies, the Scarlet Woman is given the Lil' Monsta token tonight.