


















Askew - First Night

by Rohan Sarvaria

	Poppy Grower	Do not inform the Demon/Minions who each other are
M	Minion Info	If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.
	Snitch	After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
	Lunatic	Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.
D	Demon Info	If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play
	Marionette	Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
	Engineer	The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
	Method Actor	Wake each Minion and show them the Method Actor. Wake the Method Actor and show them that a Minion is the Method Actor.
	Lil' Monsta	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
	Poisoner	The Poisoner points to a player. That player is poisoned.
	Godfather	Show each of the Outsider tokens in play.
	Huntsman	The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
	Damsel	Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
	Amnesiac	Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
	Washerwoman	Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
	Chef	Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
	Dreamer	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

Askew - Other Nights

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	Dusk	Check that all eyes are closed. Some travellers act.
	Poppy Grower	If the Poppy Grower has died, show the Minions/Demon who each other are.
	Engineer	The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
	Poisoner	The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
	Gambler	The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
	Scarlet Woman	If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
	Lunatic	Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
	Vortex	The Vortex points to a player. That player dies.
	Lil' Monsta	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
	Godfather	If an Outsider died today: The Godfather points to a player. That player dies.
	Huntsman	The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
	Damsel	If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
	Amnesiac	If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
	Dreamer	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	Oracle	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.