

Shabby Musings - First Night

by Small Eric



Dusk | None



Magician | Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.



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.



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.



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.



Godfather | Show each of the Outsider tokens in play.



Pixie | Show the Pixie 1 in-play Townsfolk character token.



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.



Washerwoman | Show the character token of a Townsfolk in play. Point to two players, one of which is that character.



Librarian | Show the character token of an Outsider in play. Point to two players, one of which is that character.



Grandmother | Show the marked character token. Point to the marked player.



Knight | Point to two players who are not the Demon.



Shugenja | Wake the Shugenja; point horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.



Nightwatchman | The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.



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.

Shabby Musings - Other Nights

by Small Eric



Dusk

Check that all eyes are closed. Some travellers act.



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.



Shabaloth

One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.



Assassin

If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.



Godfather

If an Outsider died today: The Godfather points to a player. That player dies.



Sage

If the Sage was killed by a Demon: Point to two players, one of which is that Demon.



Professor

If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.



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.



Grandmother

If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.



Nightwatchman

The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.



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.