

# Shabby Musings - First Night

by Small Eric



**Dusk** Start the Night Phase.



**Magician** Include the Magician in the Minion and Demon Info steps.



**Minion Info** If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.



**Lunatic** If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



**Demon Info** If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



**Godfather** Show the character tokens of all in-play Outsiders.



**Pixie** Show the Townsfolk character token marked **MAD**.



**Huntsman** The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the **YOU ARE** info token and their new character token.



**Damsel** If the Damsel was chosen by the Huntsman, show them the **YOU ARE** info token and their new character token.



**Washerwoman** Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



**Librarian** Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



**Grandmother** Point to the grandchild player & show their character token.



**Knight** Point to the two non-Demon players marked **KNOW**.



**Shugenja** Point clockwise or anticlockwise around the circle.



**Nightwatchman** The Nightwatchman might choose a player Put the Nightwatchman to sleep. Wake the target and show the **THIS PLAYER IS** and Nightwatchman tokens and point to the Nightwatchman.



**Spy** Show the Grimoire for as long as the Spy needs.



**Dawn** Wait for a few seconds. End the Night Phase.

# Shabby Musings - Other Nights

by Small Eric



**Dusk** | Start the Night Phase.



**Lunatic** | Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



**Shabaloth** | A previously chosen player might be resurrected. The Shabaloth chooses 2 players.



**Assassin** | The Assassin might choose a player.



**Godfather** | If an Outsider died today, the Godfather chooses a player.



**Sage** | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



**Professor** | The Professor might choose a dead player.



**Huntsman** | The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



**Damsel** | If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



**Grandmother** | If the grandchild was killed by the Demon, the Grandmother dies too.



**Nightwatchman** | The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target and show the THIS PLAYER IS and Nightwatchman tokens and point to the Nightwatchman.



**Spy** | Show the Grimoire for as long as the Spy needs.



**Dawn** | Wait for a few seconds. End the Night Phase.