






















REPTILES II: LIZARD IN THE CITY . . . by Aero






TOWNSFOLK

	Chef	You start knowing how many pairs of evil players are sat next to each other.
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Flowergirl	Each night*, you learn if a Demon voted today.
	Undertaker	Each night*, you learn which character died by execution today.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Fool	The first time you die, you don't.
	Tea Lady	If both your alive neighbours are good, they can't die.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS

	Saint	If you die by execution, your team loses.
	Sweetheart	When you die, 1 player is drunk from now on.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	Baron	There are extra Outsiders in play. [+2 Outsiders]















DEMONS

	Al-Hadikhia	Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.
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-  Snake Charmer
-  Devil's Advocate
-  Washerwoman
-  Librarian
-  Chef
-  Spy
-  General
-  Chambermaid
-  Dawn

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-  Dusk
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-  Snake Charmer
-  Devil's Advocate
-  Al-Hadikhia
-  Barber
-  Sweetheart
-  Undertaker
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-  Spy
-  General
-  Chambermaid
-  Dawn

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FABLED

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

 **Djinn** When announcing the Al-Hadikhia targets each night, the Storyteller must make fake thunder sounds.

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