

Reptiles II: Lizard in the City v2 (modified) *by Aero*

TOWNSFOLK



Chef

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



Undertaker

Each night*, you learn which character died by execution today.



Washerwoman

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Artist

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



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Tea Lady

If both your alive neighbors are good, they can't die.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Fool

The 1st time you die, you don't.



Flowergirl

Each night*, you learn if a Demon voted today.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS



Drunk

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



Saint

If you die by execution, your team loses.



Sweetheart

When you die, 1 player is drunk from now on.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINIONS



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.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Baron

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

DEMONS



Al-Hadikhia

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

[illegible]

**Dusk**

Start the Night Phase.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ●

**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.

**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.

**Sailor**

The Sailor chooses a living player. ●

**Poisoner**

The Poisoner chooses a player. ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**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.

**Chef**

Give a finger signal.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Spy**

Show the Grimoire for as long as the Spy needs.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ●

**Sailor**

The Sailor chooses a living player. ●

**Poisoner**

The Poisoner chooses a player. ●

**Innkeeper**

The Innkeeper chooses 2 players. ● ● ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**Al-Hadikhia**

The Al-Hadikhia chooses three players. ● ● ● Wake the player marked **1** and say "the Al-Hadikhia has chosen", then the player's name, then "Do you choose to live?" They either nod or shake their head. Put them to sleep and add or remove shrouds accordingly. Repeat for players marked **2** and **3**. If all three players are now alive, add a shroud to all three.

**Barber**

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ●

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Undertaker**

If a player was executed today, show their character token.

**Flowergirl**

Either nod or shake your head.

**Spy**

Show the Grimoire for as long as the Spy needs.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.