

REPTILES II - LIZARD IN THE CITY BY AERO



TOWNSFOLK

**Chef**

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

**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 neighbors 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.

**Psychopath**

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

**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]

**Spy**

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

**Al-Hadikha**

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

DEMONS

** Not the first night*

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Fabled & Loric



FIRST NIGHT



OTHER NIGHTS

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

Icons at the bottom of the table:

- Chef's Hat
- Book
- Star
- Flame
- Scale
- House
- Shovel
- Bell
- Sun
- Hammer
- Knife
- Red Star