Pope Mobile v1.0.0 *by Mevolas*

Pope

TOWNSFOLK



Steward
You start knowing 1 good player.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Fool
The first time you die, you don't.

OUTSIDER



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



Zealot
If there are 5 or more players alive, you must vote for every nomination.

MINION



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

Pope Mobile — by Mevolas

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Pukka
5. Balloonist
6. D — Dawn

FABLED, JINXES & LORIC

LORIC

Pope
There are duplicate good characters in play. They might also be bluffs.

OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Zombuul
4. Pukka
5. Sweetheart
6. Balloonist
7. D — Dawn

PLAYER COUNT

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

First Night

Pope Mobile — by Mevolas

1 D **Dusk**
Start the Night Phase.

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

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

4  **Pukka**
The Pukka points to a player. That player is poisoned.

5  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

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

Other Nights

Pope Mobile — by Mevolas

1 D **Dusk**
Start the Night Phase.

2  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

3  **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

4  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

5  **Sweetheart**
Choose a player that is drunk.

6  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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