Horrorscope   . . . by Zach

TOWNSFOLK

☽	Luna	You start knowing the greatest number of steps between evil players.
☿	Mercury	Each night, living players may choose to visit you. That night, you learn which characters visited you. If more than half of the living players, rounded up, visit you, this info is arbitrary.
♆	Neptune	Each night, choose 3 characters: you learn if any are in play.
♄	Saturn	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
♃	Jupiter	Each night*, you learn either the characters that nominated or were nominated today (you don't know which). Either way, you learn an additional incorrect character.
♂	Mars	Each night*, choose a player: if they are a Minion, you both die & the Demon doesn't wake tonight.
♀	Venus	Each night*, you learn the character and gain the ability of the 1st player chosen by the Demon. If that player is evil, you are poisoned until the Demon chooses another player.
♅	Uranus	Once per game, at night, choose a player: you learn if their closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
☉	Sol	Once per game, during the day, publicly choose a player: that night, you learn their character.
♇	Titan	If both of your alive neighbors are good, you cannot die.
Φ	Phobos	If Deimos is dead or not-in-play, you cannot die by execution. **[+ Deimos]**
δ	Deimos	If Phobos is dead or not-in-play, you cannot die by execution. **[+ Phobos]**
⊕	Terra	If you die at night, you are woken to choose a player: if they are Townsfolk, they become Terra.

OUTSIDERS

⟊	Eris	Each night, the Demon learns a good player and their character, starting with you.
⟊	Dysnomia	You think you are Eris, but you are not. If you are executed, a good player dies tonight & another is poisoned tonight and tomorrow day.
⯛	Vesta	The Demon has a not-in-play Minion ability, even if you die.
⚳	Ceres	1 or 2 of your Townsfolk neighbors might be drunk, even if you die.

MINIONS

⚵	Charon	You start knowing a not-in-play Townsfolk. You gain that ability and might register as that character, even if dead.
⯒	Nix	Each night, the Storyteller gives you a piece of advice or information. **[+0 or +1 Outsider]**
⯓	Styx	Each night, choose up to 2 players: they don't wake tonight.
⯔	Kerberos	Each night, choose up to 3 players: each silently chooses to be poisoned tonight and tomorrow day, but if none are poisoned, all are poisoned.
⯖	Hydra	When you learn that you died, publicly choose 2 players: that night, 1 loses their ability & becomes evil (you learn which).

DEMONS

♇	Pluto	Each night*, choose a player: they die. If you die, 1 of your alive Minions becomes Pluto.

*Not the first Night

JINXES

If Charon has the Phobos ability, Deimos is in play (Phobos is not).

If Charon has the Deimos ability, Phobos is in play (Deimos is not).

+ FIRST NIGHT + + + + + +

Bootlegger

Minion Info

Demon Info

Vesta

Eris

Ceres

Charon

Styx

Kerberos

Luna

Neptune

Saturn

Uranus

Mercury

Nix

+ OTHER NIGHTS + + + + + +

Hydra

Eris

Dysnomia

Styx

Kerberos

Mars

Pluto

Terra

Venus

Sol

Jupiter

Neptune

Saturn

Mercury

Nix