Dan Nominates Dan

DANSFOLK



Spin Cycle Dan
You start knowing that 1 of 2 players is a particular Dansfolk.



Librari-dan
You start knowing that 1 of 2 players is a particular Dansider.
(Or that there are zero in play)



The Dan-quisitor
You start knowing that 1 of 2 players is a particular Danion.



Sous Dan
You start knowing how many pairs of Evil Dan's there are.



Dan-pathy
Each night, you learn how many of your 2 alive neighbours are Evil Dan's.



Prophe-dan
Each night, choose 2 Dan's. You learn if either is The Real Dan. There is a Good Dan that registers as The Real Dan to you.



The Dan-dertaker
Each night*, You learn which Dan died by execution today. If no Dan was executed today, you learn an out of play Dan.



The Way Of Dan
Once per game, choose 2 players *(not including yourself)*. They are safe from The Real Dan tonight, and safe from execution tomorrow.



The Dan-keeper
If you die at night, you are woken for the next 2 nights to choose a player. You learn the selected player's character.



Dan the Untouched
The first time you are nominated, if the nominator is a Dansfolk, they are executed immediately. That player receives 2 dead vote tokens.
(Cannot be used together)



Dan the Impaler
Once per game, during the day, publicly choose a player and their character type *(Danion or The Real Dan)*. They die if you are correct.



Dan-vincible
You are safe from The Real Dan. If selected by The Real Dan, you learn this.



Dan-archist
If only 3 players live & no execution occurs, your team wins. If you die at night, another Dan might die instead.

DANSIDERS



Yes, Dan
Each night, choose 2 players *(not yourself)*. Tomorrow, you may only vote if either player votes too.



Jack Daniels
You do not know you are Jack Daniels. You think you are a Dansfolk, but you are not.



Dan-onymous
You might register as a Danion or The Real Dan, even if dead.



St. Dan-drew
If you die by execution, your team loses.
If The Real Dan kills you at night, another Dan becomes drunk.

DANIONS



Danthrax
Each night, choose a Dan. They are poisoned tonight, the following day, and the following night.



Agent Dan
Each night, you see the Grimoire. You can choose which character type you register as. *(Either Dansfolk, Dansider or Danion)*



The Dan-inatrix
If there are 5 or more Dan's alive, and The Real Dan dies, you become The Real Dan.



Fancy Hat Dan
There are extra Dansiders in play. Once per game *(at night)*, choose to be safe from execution tomorrow.
[+1 to +3 Dansiders]

THE REAL DAN



The Real Dan
Each night*, choose a player, they die. If you kill yourself in this way, a Danion becomes The Real Dan. and one of your Dansfolk neighbours are permanently poisoned.



Which Dan?
Every player is Dan. If you are not a Dan, you must be mad that you are a Dan, or something bad might happen.

*Not the first night.