**Sentinel**
At night, the Sentinel shields another player's card by placing a token on top of the card. This prevents anyone from viewing or moving that player's card including the player themselves.

**Alpha Wolf**
The Alpha Wolf turns another player into a werewolf by exchanging the centre werewolf card with any other player's card (except his own or another werewolf's).

**Mystic Wolf**
The Mystic Wolf wakes up and sees the other werewolves. He then wakes up separately and gets to look at another player's card.

**Apprentice Seer**
The Apprentice Seer wakes up and looks at one of the cards in the center.

**Paranormal Investigator**
The Paranormal Investigator sees two other player's cards. If at any point, he sees a Werewolf or Tanner card, he must stop looking at any more cards and become that role respectively.

**Witch**
The Witch wakes up and sees a card in the center. He then swaps this card with any player's card (even his own) and places it where the center card was without seeing the player's card.

**Village Idiot**
The Village Idiot can move all players cards one place to the left or right. He cannot move is own card, the center cards or any cards with a token on them.

**Revealer**
The Revealer can flip one player's card face up. If he sees a Tanner or Werewolf card, he must flip the card back over. The revealer only gets to see one card.

**Dream Wolf**
The Dream Wolf does not wake up with the other Werewolves but sticks out his thumb so the other Werewolves know who he is. He does not know who the other Werewolves are.

**Bodyguard**
Whoever the Bodyguard points at cannot be killed. If the person that the bodyguard is protecting gets the most votes, the person with the second-most votes dies.

**Aura Seer**
The Aura Seer gets to see those that have moved or viewed a card during the night. Those that have moved or viewed a card will stick out their thumb for the Aura Seer.

**Prince**
The prince cannot be killed. If he gets the most votes, the player with the second-most votes gets killed.

**Cursed**
The Cursed is on the Village team but if a Werewolf votes for him, he instantly becomes a Werewolf.

**Curator**
The Curator places a random face-down artifact token on any player's card (even his own) without looking at it. He cannot place an artifact token on any card with a shield on it.