WEREWOLF
Your role is to not get caught. At night, open your eyes and look for other werewolves. If there's only one werewolf, look at one of the center cards.

WHEREWOLF
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MINION
Your role is to protect the werewolves at all cost. At night, the werewolves will put their thumbs up so you can see who they are. They do not know that you are the minion. If you die, you win.

MASON
Your role is simply to verify yourself and the other Mason in the game. You will wake up and see the other Mason. If you do not see another Mason, then a Mason card is in the center.

SEER
At night, the Seer gets to see another player's card or two of the cards in the center.

ROBBER
At night, the Robber swaps his card with another player and gets to see his new card. The Robber then becomes his new role in the day.

TROUBLEMAKER
At night, the troublemaker switches the cards of two other players without looking at any cards.

DRUNK
The Drunk exchanges his card with a card in the center and does not look at it. He's drunk so he has no idea which role he is.

INSOMNIAC
The Insomniac wakes up and looks at his card. He gets to see if his card has been switched during the night. This person is the only person sure of which role they're playing in the day.

VILLAGER
The Villager has no special ability other than they are the good guys also working towards catching the werewolves.

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HUNTER
If the hunter gets killed, the person he's pointing at gets killed as well. This gives the villagers an extra chance to catch the werewolf.

TANNER
The Tanner wants to die and only wins if he does. The Tanner is on a team of his own.

DOPPELGANGER
The Doppelganger gets to see another player's card and takes on that role. He could end up being on either team and adds a new complication to the game.