

## ARTIFACTS™

## ARTIFACT REFERENCE

**The Amber of Dawn**

All players who have revealed **One-time use upon reveal** Artifact cards (including yourself) receive new Artifact cards. Before dealing, take the revealed **One-time use upon reveal** Artifact cards from all players and shuffle them back into the deck.

**The Amulet of Protection**

Each day at dawn, the holder of the Amulet must give it to a player who has not had it before. The player who has the Amulet cannot be eliminated.

**The Amethyst of Knowledge**

Choose a player with an unrevealed Artifact card and secretly view it. Then decide if you want that player to reveal their Artifact card now. If you decide that they do *not* reveal it now, you cannot force them to reveal it at a later time.

**The Blood of the Diseased**

Choose a player to become infected with disease. If the Werewolves eliminated that player, they don't get to choose a target the following night. If that player is eliminated during the day, this Artifact has no effect.

**The Bow of Hunting**

Choose a player who then chooses any other player, eliminating them instantly. Once this card is revealed, no players may speak until after the chosen player has targeted a player.

**The Brand of the Villager**

Choose a player to lose his special power.

**The Breath of the Old Man**

Choose a player to be eliminated the night after the next day (he stays in the game today, tonight, and tomorrow unless he is eliminated in another manner).

**The Cap of Idiocy**

Always vote to eliminate.

**The Cauldron of Sorcery**

Choose a player who must truthfully say if he is a regular Villager or not (he is not required to reveal his role, just to state if he is a regular Villager... or not).

**The Citrine of Fortune**

Exchange this Artifact card for a new one which must be revealed instantly.



### The Claw of the Werewolf

You become a Werewolf, waking and targeting with them, keeping any *Ultimate Werewolf* role power you had intact. The Claw of the Werewolf may not be taken by the Diamond of Denial. You are now on the werewolf team and win or lose with the other Werewolves.



### The Cloak of the Prince

You may not be eliminated during the day. You may not reveal this card *after* you are eliminated.



### The Coin of Youth

You must say the name of your *Ultimate Werewolf* role at least once per day or you will be eliminated that night.



### The Cudgel of the Old Hag

Each day at dawn, choose a player to leave the village during the day. That player may not be voted on.



### The Diamond of Denial

Choose a player with a revealed Always in effect after reveal Artifact card and take that card from them, returning it to the deck. That player may no longer may use that Artifact card's power. The Claw of the Werewolf may not be taken by this Artifact card.



### The Diary of the Insomniac

You are told if either of your neighbors woke up the previous night. The Moderator will not tell you which neighbor or if both were awake.



### The Emerald of Jealousy

Choose a player with an unrevealed Artifact card. Take that Artifact card from them, revealing it for yourself. That player receives a new Artifact card.



### The Eye of the Beholder

Each night, wake with the Seer. You see who the Seer chooses and if that choice is a Werewolf. The Seer may not communicate with you at night in any way.



### The Flask of Dreams

Choose a player to lose his special role for two days (today, tonight, tomorrow and tomorrow night). The player gets his power back at dawn on the third day.



### The Heart of Indifference

Each day at dawn, choose a player who may not vote.



### The Mark of the Mayor

Your votes count as two votes when voting to eliminate players.



### The Mask of Spellcasting

Each day at dawn, choose a player who may not speak that day.



### The Mirror of the Doppelgänger

Choose a player and secretly view his *Ultimate Werewolf* card. You now also have that player's special power in addition to yours. If you have a role that is woken up at night, you'll wake at night separately and be able to use that

power at that time. If that player is a Werewolf, you join the Werewolf team and wake at night with the werewolves. Once the Doppelgänger Artifact has been revealed, the Moderator should always call for the Doppelgänger to wake, even if the Doppelgänger saw a Werewolf.

### The Mist of Aura



Choose a player. That player must truthfully say if he is special (not a normal Werewolf or Villager).

### The Onyx of Destruction



Choose a player with an unrevealed Artifact card and remove it from the game (keeping the Artifact card unrevealed).

### The Orb of Speculation



Choose two players. If both of them are Werewolves the village team wins and the game is over. If they are not, you are instantly eliminated. The moderator will only tell you if you are right or wrong. If there is only one Werewolf in the game, you still must choose two people (and you will be eliminated, as both of them cannot be Werewolves).

### The Pendant of Pride



Choose a player and secretly show him your *Ultimate Werewolf* card.

### The Prism of Power



Choose three players. That night, the Werewolves must choose one of those three as their target. If all chosen players cannot be eliminated by

Werewolves (they are protected or they are Werewolves, etc.), the Werewolves do not get to eliminate anyone that night.

### The Ring of Truth



Choose a player. He must tell you if he is a Werewolf.

### The Rod of Reincarnation



If you are eliminated, reveal your Artifact card and stay in the game... but different. If you are any kind of Werewolf, you lose your special power (you do not wake up at night). If you are a not a Werewolf, you get a new random *Ultimate Werewolf* role card. The Moderator will always give you a new role card so the other players don't know what you were before (if you were a Werewolf, ignore the role on the card). If revealed before you are eliminated, this card has no effect.

### The Ruby of Kismet



Choose two players and have them reveal their Artifact cards in the order you choose (which then goes into effect as if the players themselves had revealed it).

### The Sapphire of Fate



Choose a player with an unrevealed Artifact card and secretly view it. When that player reveals his Artifact card, both of you resolve it. The player with the original card resolves his first.

### The Scepter of Rebirth



If you are eliminated, reveal your Artifact card and stay in the game. If revealed before you are eliminated, this card has no effect.



### The Sheet of the Ghost

Ask a player who was eliminated the previous day to tell you a single letter.

another Werewolf card. If you aren't a Werewolf, he will give you a random card (which could be anything, including a Werewolf).



### The Shield of the Bodyguard

Each day at dawn, choose a different player who cannot be eliminated that night.



### The Talisman of Trouble

Two players are eliminated during the day that this Artifact card is revealed.



### The Shroud of Shame

Each day at dawn, choose a player who must face away from the rest of the players. This player may still vote, and may still engage in conversation with the village, but they must continue to face away from the other players at all times. You may not choose the same player twice in one game.



### The Void of Nothingness

This Artifact has no effect.



### The Vote from Beyond

You may vote during the day, even if you have been eliminated. At night, you must close your eyes. You may not speak or accuse anyone.



### The Skimmer of the Cursed

You are Cursed. If a Werewolf targets you at night, you become a Werewolf and join their team.



### The Wreath of Peace

Never vote to eliminate.

### The Spear of Fury

Choose a player to be eliminated instantly, and show your *Ultimate Werewolf* card to everyone.



### Orange "1" Artifact cards

One-time use upon reveal.



### The Staff of the Seer

Choose a player and secretly view their *Ultimate Werewolf* card.

### Green "∞" Artifact cards

Always in effect after reveal.



### The Stone of Alteration

Secretly exchange your current *Ultimate Werewolf* card for another *Ultimate Werewolf* card. If you are a Werewolf, the Moderator will give you



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