

At the Dawn

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At the Dawn

The elves were the first people, the blessed, immortal children of the spirits of the One True Flame. They were made perfect, beautiful, and graceful, given the lands of the West to rule over eternally – the Land of Twilight, where the Two Trees arose bearing the Light of the World, one of silver, one of gold.

But the Enemy had always lurked in the Darkness Beyond, jealous of Creation, desirous of its bounty, and time had not stilled his frenzy, or tamed his desire, only inflamed and encouraged his wicked betrayal. Disguised as a great spider, the Enemy came to the West, crept across its plains to the Halls of the Undying, from where he stole the Light from the Two Trees, and fled with it across the icy seas, to the black northern wastes of the East, choked in ice and unending night, so close to the Darkness where he had spent eternity hidden from the One True Flame.

It is a time *Before*, of myth rather than history, when the great wars of the elves were fought against hordes of dark creatures twisted to service by the Enemy. This is not a time of men or goblins, but the time when the First Children of the World took up their swords and bows and chased the Enemy to his black fortress in the ice-laden North, when they battled demons, werewolves, dragons, and more hideous things of the Darkness Beyond, which in later days whole nations of men would fear, yet a single elf would face in the titanic struggles of armies of light against armies of darkness.

In this game, you are a Child of the First Land, of the West, most perfect of all things in creation, immortal and eternally young, skilled with word and hand, sharp of eye and deep of spirit. You cannot die, though you can fall. You cannot die, though the Enemy can capture you and torture you, breaking and twisting your spirit. You cannot die, though your grace can be torn from you with broken bones, torn skin, and poisoned thoughts.

It is up to you to recover the Light of the Two Trees and return it to the West, to the Blessed Lands. Your heart will guide you, here in Creation, for the spirits of the One True Flame speak to it in voices you recognize. Your blade is sharp, and will become legend, become magic in a later age when the birth of Creation has dimmed in time's memory, when mortal man steps new upon the awakening world to speak of your ability and grace in quiet awe.

There will be tragedy, though, for the First Age of the world always ends by tragedy, quieting its youth and giving way to the slow unraveling of the years. And there will be temptation, for the Darkness will promise sweet things and lure you into the Enemy's service, twisted and cursed. Creation, too, will ensnare your soul, as it did the Enemy, and will beg you to stay, a tenant upon the Eastern shores that are meant for man, not you, where Dawn is not yet come and the stars are the land's only constant and brilliant companions, looking down from heaven.

But there will be victory, for the First Age to end, Creation must stand, and not drift into darkness, hidden from and lost to the light of the One True Flame that created it. The One True Flame and its spirits will protect you, and work through you. The Enemy will be banished once more to the Darkness Beyond, his iron fortress will fall, and Creation's song will continue.

May you not fail in banishing the Enemy and reclaiming the Light of the Two Trees to return to the West.

Creation At Dawn

Time does not exist yet because the Light of the Two Trees, what one day may become the golden Sun and the silver Moon, is still hidden away in the iron fortress of the Enemy.

The world is still young, caught in the timeless moment of predawn twilight, at the cusp of Dawn, when the stars are all that shine in the sky, accented by occasional glimmers of the coming Day.

And in this endless moment of Creation's birth, the elves have built cities and forest halls, they have made lives upon the glittering seashores and cool riverbanks, engaged in craft and trade, and wander a land not meant to be theirs even though their sole purpose in the East is to recover the light of the Two Trees, to assault the black fortress of the Enemy in the icy wastelands near the Darkness, to break its terrible iron walls and cast it down...for they have become enamored of Creation.

What are the places of Creation?

- ⌘ There are the Wilds: forests, rivers, plains, mountains and hills, ruined and wracked by dark creatures, or blessed and awaiting their births at Dawn, filled with the beasts of Creation whom are friends to the elves.
- ⌘ There are Elf-halls within the trees and hills, places where small groups of elves gather, away from the cities, deep within the wilds of Creation.
- ⌘ There are thriving cities full of elves, ship-builders and smiths and crafters, built upon the seashore and deep in the mountains, places of learning and magic, where the elven lords put forth laws and wage the war against the Enemy.
- ⌘ There is the sea itself, cold in the north and filled with isles of ice, over which the elves crossed from the Blessed West in ancient days in pursuit of the light of the Two Trees, and over which its southern climes they sail their ships between lands and cities.
- ⌘ There is the wasteland of the north, ice-and-snow haunted, the cold and empty lands of the Enemy and his twisted creatures, where Dawn is but a distant echo, for this place is nearest the Darkness Beyond where the Enemy hides from the One True Flame.
- ⌘ And there are the black pits of the iron fortress of the enemy, from which issue forth his demons and hordes of twisted, corrupted beats, and wherein languish elven prisoners in dungeons and black foulness meant to destroy them and turn them to the Enemy's will.

Stories At Dawn

In this time, the elves wage their war against the Thief and Betrayer. Small war parties and guardians strike out to defeat those creatures of darkness which ravage the land, hiding in its cracks and folds, either fled from their master or settled there at his behest. Massive armies march forth from glittering cities of granite and marble, or are laid siege to by endless, black hordes of fire and pain, which seek to raze and destroy all the elven people have made.

Travelers meet at elf-halls in the wilds, guiding shipments and goods from place to place, keeping their craft from corruption and destruction at the hands of the Enemy.

What happens during a typical session?

- ⊘ The elves face the armies of the Enemy on the frozen plain, battling hordes of corrupted elf-folk, foul demons of the Darkness Beyond, and vicious, twisted beasts.
- ⊘ They resist tortures if captured, and fight to free their comrades from the clutches of the Enemy, to cast down the walls of the iron fortress in the North and recover the Light of the Two Trees.
- ⊘ They visit elf-halls and gather up warriors to their causes and war parties, and meet elven maidens to woo and bond and war with.
- ⊘ They fall in love with life-mates, share pleasures with one another, or find deeply emotional brotherhood with others.

"Celefil tore his breast and wept openly at hearing the news of Gilgath's capture, for he loved him, and went that day to the front to free Gilgath from the Enemy"

- ⊘ They are tempted by Creation to stay and explore its wonder they have found: streams and oceans, stars and mountains, gold, silver and gemstones in the earth and wondrous crafts made with these.
- ⊘ They are tempted by Darkness and its false promises of power.
- ⊘ They face Werewolves and Vampires in the darkness of the pre-dawn, roaming and haunting the wilds.
- ⊘ They search out and do battle with iron-scaled dragons laying waste to Creation with their poisonous fumes and black bile.

Life At Dawn

The elves have a saying, that Creation is comprised of Ten-Thousand things. It is these things the elves interact with, battle against, and encounter in their travels within Creation. Many of them are fantastic, if not mythical, many have been subverted and twisted by the Enemy, and others are friend to the elves.

What are the Ten-Thousand Things of Creation?

- ⌘ Fire-demons are terrible things made of fire and shadow. They come from the Darkness Beyond, where they were fashioned by the Enemy in mockery of the stars. They carry nine-tailed whips and swords, both made of flame. Driving them into the deep earth or the sea is the only way to contain or destroy them.
- ⌘ Werewolves are predatory animals twisted and corrupted by the Enemy into man-like shapes, and given a dark cunning. They are only barely more intelligent than beasts, living only for the hunt and the kill. Their claws and fangs drip with a venomous poison that wracks the elf's being and can destroy his soul.
- ⌘ Vampires are horrible, unseen things that lurk in the darkness, for they cannot stand the touch of light. They do the Enemy's bidding, whispering lies into the ears of sleepers, and tempting them with power if they cannot destroy them by draining away all except their victim's shadow. It is said a thousand vampires guard the chamber in which the Thief and Betrayer keeps the Light of the Two Trees hidden.
- ⌘ Dragons are massive serpents the enemy found sleeping beneath the earth, and corrupted with promises of power and treasure. The Enemy bred them with the demons of fire and created iron-scaled beasts that spew poisonous fire from their mouths, and reek of poison that seeps into and kills the land around their lairs.
- ⌘ Orcs are corrupted beasts of the Enemy, elves whose Virtue and grace have been stripped away through unspeakable tortures and forced breeding with the vile creations of the Enemy. Great changes have been wrought upon their forms by the Enemy, who has made them ugly, bestial, and strong, but wicked and shiftless.

- ⌘ Wolves of the Dawn are intelligent and very large. A pack of them is often the match of a werewolf or vampire, whom are their most hated enemies. Wolves will guide and protect elven travelers who cross their territories.
- ⌘ Eagles are another of the companions of the elves, and are not the eagles of later years, being gigantic in size and highly intelligent. They often bear the elves as riders across the heights of the world, not as mounts but friends. Dragons are their arch-enemies.

Elves At Dawn

Elves love life, and everything they can touch, thrilled by its beauty, by its shape and its nature. Texture and smell are intoxicating and wondrous, all of it made by the One True Flame, and thus an expression of his song. They feel a part of it, for they are, and they live in wonder and joy at it.

Elves are defined by those Qualities that define the elven race in mortal legend: *Beauty*, *Grace*, *Skill*, and *Might*.

- ⌘ **Beauty** is the physical presence and inner spirit of the elf. Tasks dealing with interaction with others require Beauty to complete.
- ⌘ **Grace** is the effortless with which a task is undertaken. Tasks of great complexity require Grace to complete. This is the blessing of the spirits upon one's actions.
- ⌘ **Skill** is investment that a task requires. Tasks of great difficulty require Skill to complete. This is one's knowledge and ability.
- ⌘ **Might** is the physical power and fortitude of the elf. Tasks dealing with hardships require Might to complete.

Characters are rated from 1-5 in each Quality. Each elf has 10 points to spread among the Qualities, and a Quality must have at least 1 point in it. Each point in a Quality allows the elf one roll of their dice during situations involving that Quality.

The Nine Virtues

Virtue is the measure of the elf, lessons given to them by the spirits of the One True Flame. You will have *Courage, Truth, Honor, Loyalty, Discipline, Hospitality, Industry, Responsibility, and Perseverance* to guide you. Creation and the Enemy will test each, and an elf that passes all his tests can return to the West.

"Why did Elfindel cast aside the Enemy's Crown of Power, though it called to her and promised to make her the Dark Queen of all Creation? Because it was her last Temptation, against Discipline, and maintaining her Virtue allowed her to finally return to the West."

The question for an elf is not whether he can (for the elves are firstborn and perfectly skilled in all they do) it is whether or not the elf *will*. Will he face the demon of fire in combat? Will he turn away the strangers seeking comfort and shelter at his hall? Will he fall in love with the elven beauty or spurn her advances? Will she take up her sword and fight alongside elven men to free her love from the Enemy? Will he heed the call of his family to return to the city, or will he keep fighting against hordes of the Enemy on the frozen plains before the iron fortress?

Virtue is "what matters" about the elf's action -- why he does what he does. There are nine virtues.

- ⌘ **Courage:** You will face what must be faced, and will not be afraid. Checked when the elf's spirit could be broken, or he might turn aside from his course because of the difficulty.
- ⌘ **Truth:** You know the secrets of the world spoken to you by the spirits of the One True Flame; in later ages, it will be called magic, but to you, it is simply what is. Checked when the elf is tempted by lies, or spreads untruths to others.
- ⌘ **Honor:** You give value and worth to that which is right and valuable, be it elf or craft. Checked when an elf is tempted to ignore the value of another, to sacrifice or ignore others and/or creation itself, in the pursuit of any goal.
- ⌘ **Loyalty:** You will lend to your companions your grace and purpose, no matter the situation. Checked whenever an elf might turn aside from the course of his fellows, or stand by while they suffer.

- ⌘ **Discipline:** You will perform great deeds with your command of time and patience, your skilled hands and clear mind. Checked whenever an elf might choose to cheat by taking the simple route, or is under pressure to perform.
- ⌘ **Hospitality:** You understand the value of guests and kindness to them, and will not fail to give water, food and aid, even when you have none to spare. Checked whenever an elf might choose to ignore the comfort of others because they have other tasks which to fulfill or needs which must be met.
- ⌘ **Industry:** You will make good and proper use of your time, wasting it not on empty, (self)destructive pleasures. Checked whenever an elf might choose to ignore a better use of their time, and instead spend their energies it on other tasks, or idleness.
- ⌘ **Responsibility:** You know your place and your duties, and will not put them aside. Checked whenever an elf might seek overstep himself and his duties, or seeks for others to do what he himself could or should do.
- ⌘ **Perseverance:** You will see your task through to the end, and change not your course to its completion. Checked whenever an elf might abandon his course because of the complexity of the task before him, or past failure.

Virtues are rated from 1-5. Each elf receives 15 points to place among his Virtues. All Virtues must have at least 1 point in them.

The Dawn At Play

Other characters (the opposition) exist solely to highlight the literary conflicts that take place in fiction. The opposition can thus be true and actual enemies of the elf, or even companions and friends. Remember, “the opposition” isn’t necessarily at odds with the elf character, but they represent something of a conflict for that elf. Thus, when opposition confronts an elf, it challenges one of the elf’s Virtues with a Temptation.

For example, if a demon-thing of fire-and-obsidian challenges an elf upon the battlefield, the demon thing's strength is the Fear it instills in the hearts of the elves, for it crushes them and burns them with it's flame-limned whip and sword. To face this beast and defeat it, the elf must maintain his Courage, and if he is not, he will flee from the thing and turn his efforts to lesser creatures. This is the Temptation of Fear.

Or, when an elf finds his true love, the lover's challenge is to win her over with overtures of kindness and respect. Capturing her heart is a test of his Honor, giving worth to the other, and if he fails, she spurns his advances and perhaps he uses more brutal means to attempt to possess her, for he is failing in his virtue. This is the Temptation of Lust.

An *Exchange* consists of the elf and the opposition rolling dice against one another one or more times. At the beginning of any *Exchange*, the player states which Quality his elf will meet the challenge, if there is a choice; his choice of Quality provides him the number of dice he is able to roll in total during the conflict. Note that certain Qualities may not be useful for certain tasks.

Each roll is a d10 + the elf's tested Virtue. Each roll the elf makes is tallied to previous rolls, until the elf reaches the *Temptation Difficulty* threshold or has no more rolls left. When the tally of the elf's rolls equals or surpasses the opposition's *Temptation Difficulty* threshold, the roll is successful and the elf succeeds at his chosen task. If the roll is failed, the elf fails to complete the task.

The opposition, whether elf, beast, or situation, is rated according to its *Temptation Dice*: the total number of dice it can spread among its *Temptations* (if it has more than one), and the number of dice it may roll in total during an *Exchange*. An average number of *Temptation Dice* is 2-3.

The opposition may roll once for every *Temptation Die* it has, and may roll a different *Temptation* each roll of the *Exchange*, if it has more than one *Temptation*. Each roll is equal to d10 + the number of dice devoted to the *Temptation* the opposition faces the elf with that roll.

The conflict comes to an end when the *Temptation Difficulty* threshold is passed, or the elf's player has no dice left to roll. The threshold is a number equal to 4 times the number of *Temptation dice* the creature has. An average encounter thus has a threshold of 8-12.

In the course of events, other difficulties may arise which need to be overcome in order to achieve success. These secondary events provide further problems for the elf. These difficulties arise from the elf failing during his turns, making winning the interim rolls important: losing them reduces the elf's chances of succeeding at his main task by increasing the difficulty of reaching the tally's victory threshold.

For example, failing a Pain challenge during a combat leaves the elf in Pain, causing the elf to suffer a penalty to his roll equal to the dice in the Temptation to which the roll was lost.

Note that Virtue that has been earned but not yet added to one of the Virtues can be spent by the elf to gain extra rolls on a one-for-one basis.

Feanor of the Silver Glove fights a werewolf with the Pain Temptation (opposed to Perseverance) and the Fear Temptation (opposed to Courage). The elf's player chooses to make this a contest of Might -- Feanor seeks to slay the werewolf, the werewolf seeks to rend and poison Feanor -- Feanor has a Might of 3, so he can roll three dice total over the course of the Exchange.

The werewolf has 5 Temptation dice, distributing them among Pain at 3 and Fear at 2.

The werewolf is a fearsome foe, and seeks to frighten the elf away, fearing battle with him, thus Fear is the Temptation first tested. This opposes Courage, which Feanor has 3 in. Feanor's player rolls a Might die and adds his Courage: $4 + 3 = 7$. The werewolf rolls his Fear die, getting 6, and adds 2, resulting in 8.

The result of this is that Feanor is sorely afeared of the glistening fangs and black bile dripping from the creature's mouth as they circle, trading minor blows. He now has a -2 to his next roll due to failing against the werewolf's Fear; but all is not lost yet, for Feanor has not yet rolled all his Might dice.

The werewolf howls, an eerie, echoing lullaby that speaks of darkness and madness, of corruption and emptiness. Another Fear roll: $3 + 2 = 5$. Feanor rolls his Might and Courage again, gaining a $5 + 3 - 2 = 6$. His tally thus far is 13.

With Fear failing this time, the werewolf attacks viciously, blood and bile flying in the dark night air as the shining elf and the twisted thing battle, the werewolf rending pale flesh and biting at the elf's exposed throat, bringing Pain to bear and testing Feanor's Perseverance, set at 4.

Feanor rolls his last Might die and gains a 4, adding 4 for his Perseverance but minus 2 due the original Fear Temptation, for a total of 6. His tally is now 20, just enough to end the struggle and slay the werewolf. However, the werewolf rolls its Pain die for 6 and adds 3, for a total of 9. The werewolf's vicious bites gain past Feanor's defenses, tearing through his armor and digging deep into flesh to leave its black bile.

Feanor is the contest's champion, and the werewolf shudders violently as the thin blade of elven steel pierces its heart. Feanor, poisoned blood trailing from him like tiny rivers, dropping like brilliant petals to the dark earth, leaves its greasy corpse to rot into smoke and ash.

Of course, now Feanor must face and survive the poison that has entered his system, struggling injured through the wilds to find hall or city, and elven help, before the black poison consumes his body and leaves him forever comatose, lost in fevered, frightful delusion. This begins a new Exchange, between Feanor and the poison.

He still has two penalties, as well, Fear and Pain, for a total of -5. If he wishes to rid himself of these penalties, he must either spend one point each from the affected Virtues (as noted below), or try to overcome the penalties themselves as new Temptations that have dice equal to the penalties.

The Fear penalty of -2 Feanor suffers from the battle above could be cancelled by overcoming a new Temptation with 2 dice and a threshold of 8, opposed to the Courage Virtue. The elf might have to or may choose to use a different Quality, such as Grace or perhaps Skill, in order to defeat the penalty.

However, even if the Pain penalty caused by the werewolf's attack is overcome and rid of by Feanor, the poison working its way through his system still requires its own Exchange to defeat. If the penalty is not dealt with, it will continue to affect the elf in his Exchange with the poison.

Note that a player concerned about the results of a roll can roll more than one die at a time, using the total of all the dice rolled at that time as the results of the roll. This is especially useful against extremely powerful minions of the Enemy, though it reduces the number of chances the elf has to gain Virtue (see Color, below).

The Loss of Virtue

An elf can reduce the penalties gained during an Exchange by reducing the affected Virtue by one point. One point of Virtue erases all the penalties caused by one source during one turn. The elf can only regain that point by spending Virtue gained through Color, as below.

An elf with 0 in a given Virtue almost always fails tests of that Virtue, until he can rebuild it by listening to the music of the One True Flame surging through creation. "Almost always" because there is always the chance that the straight d10 roll without any modifier for a specific Virtue can succeed, though usually only against lesser servants of the Enemy.

An elf with a 0 in any Virtue is also open to being tempted and corrupted by the Enemy.

Color And Virtue

The beauty of the world wears away at the elf's spirit, tempting him and calling to him. Only by recalling his part in the song of creation, by listening to the quiet music of the spirits, can the elf retain his Virtue and return to the West. This maintenance of the self and submission to higher powers is handled through the use of "Color."

Color is the essence of a game; it is the words that describe the gilt-edged scenes of newly created legends. Color is both an expression of the ideas that underlie the setting and the game, and reference to and reinforcement of the existing details of the setting and its characters.

For example, "Twas a blue banner with two white trees intertwined which flew over Gilgalead's camp, the symbol of the city of white-marbled Avaestil," is an excellent use of Color because it mentions the Two Trees and the elven city of Avaestil, and even a bit about the famous white walls of the city. However, "A banner with the twin trees flies over the elf's camp," is also an acceptable use of Color.

Any player who utilizes Color in play, choosing his words to highlight existing Color or add appropriately similar and interesting material, gains a point of Virtue.

All that is a long about way of saying that if a player mentions or utilizes existing details of the setting in his descriptions and actions, he gains Virtue. Note that only a single point Virtue can be gained after any single roll, no matter how much Color the previous description contained.

The points of Virtue gathered from the use of Color can be spent to increase the elf's specific Virtue scores. An elf must spend three points of Virtue to increase a specific Virtue by one.

The quality of the Color is not a factor in this gain, only that it is used, because players should not be punished mechanically for not being writers or wordsmiths. However, grossly inappropriate Color does not count for this bonus, as inappropriate Color is not Color at all, but a disruption, derailment and diffusion of the tale in progress and the ideas and setting underlying and supporting it.

Color exists in the published setting material describing the places and histories of any world, but it can also be created in the game, to support the themes and ideas of the setting and play, to reinforce the existing elements of the setting and situation. As such, the creation of new Color in-line with the style and theme of existing work is acceptable and earns a bonus.

Each group should create a small "Color Bible" at the beginning of play, describing in short detail (a sentence or two) people, places, events, creatures, and items of the setting. It need not be exhaustive or all encompassing; this will help provide focus to play as players will be personally served by tying their characters and game events to the setting material and background during play, and form a basis for player Color-use by providing a common source for each member of the group from which to draw inspiration and broad details about their adventures.

Example Color Bible

Athauan Tel'Ri: The White City By the Sea, whose walls are made of brilliant coral.

The Dragon of Ym: a vicious wrym haunting the northern forests of the Allavali; his poisonous bile and toxic fumes have blackened and killed the forests, and horrid spiders of great size are said to haunt it now.

The Flags of Otherii: the city of Otherii flies a silver flag with a white tree, and a silver flag with a white stripe across its expanse.

The Three Rings: enchanted rings of an unearthly white metal forged by Gilfindor of Eld. Their powers are said to be vast and many.

Returning to the West

Within them, all elves know they should return to the immortal and undying lands of the West, but Creation has ensnared them with its beauty, and they have lingered long. Before they can return to the West, they must recover and perfect their Virtue, and abandon their attachment to Creation.

At the beginning of play, the group should discuss the Temptation found in Creation each elf faces that keeps him specifically from returning to the West. This Temptation is the Enamoring, and is linked to a specific Virtue.

Of course, most of these situations entail the risk of Virtue loss, as well – for in striving against vice, more vice might be created, and another Virtue tested. Even if one is enamored of their lover, what would willingly abandoning her to torture and horror in the black pits of the Enemy mean for the elf's soul? The elf must find his path through these tests himself, for there are no set answers to guide them.

For example, many elves love to stand upon the seashore, for they believe the Song of Creation can be heard most strongly there. Thus, it may be their attraction to the sea and it's both dark-and-brilliant nature that keeps them bound to the East: they cannot bear to leave the seas of Creation behind.

The Enamoring here may be opposed to Honor – that the elf's obsession keeps him from giving respect to all else which should be respected; or it may be opposed to Responsibility – the elf perhaps puts aside his other duties in order to stand at the seashore, including his greatest duty: to return to the West.

Another common example is many elves are motivated by the desire to reclaim the Light of the Two Trees. Their desire to reclaim the Light is what keeps them bound to Creation, thus their test of Virtue may be to have the Courage to abandon their self-proclaimed mission and return to the West.

The wilderness may test the elf's resolve, he may love the freedom and beauty of the wilds, fooling himself, for true freedom would be in returning to the gentle hills and quiet forests of the West, not enslaved to his desire...thus the test would be against the Virtue of Truth.

Nor must it necessarily be Creation itself that ensnares the elf, but another elf there in Creation: a lover or the object of courting, whom the elf has devoted themselves to.

In order to overcome the Enamoring, each elf must have a rating of 10 in the specific Virtue Creation is testing before being able to return to the West. Once the elf reaches 10 in that Virtue, he is compelled to return across the seas, his attachment to Creation finally put aside.

Yet Creation is a difficult beauty to let go...even if the elf has a 10, he cannot have a rating of 0 in any other Virtue(s). He must maintain at least 1 point in all Virtues, or his way to the West is blocked, and he must strive to attain the Virtue necessary to return.

The immortal elves, in their endless spans of time may grow apart from one thing and towards another. During a game, any player may declare the elf's Enamoring has changed from one subject to another; the Virtue being tested may also be changed at this time. It does not matter whether the Virtue is higher or lower than the current Enamoring. In this fashion, the player may exercise some control of how long his elf's story plays out.

Creating Enchanted Items

Enchanted Items are those which can overwhelm the Enemy – what mortals will call magic swords and battle standards, cloaks and boots, rings and staves. All Enchanted Items have a Special Effect(s) they were created with, which are up to the player to decide and describe.

Enchanted Items can add to an elf's Virtue when facing Temptations. Most Enchanted Items are only useful against certain Temptations; for example, a silver circlet that improves the wearer's Discipline.

Elves can create Enchanted Items by crafting them using their Truth, usually with Grace or Skill. Truth is the knowledge of the world, which men later called magic, and as such, tasks that seem to create magic and enchantment or reveal hidden subjects require Truth to complete. Industry might be tested as well, as can Discipline, if the task is undertaken under need or requires great skill. Perseverance is necessary for those items of complex enchantment, which provide great bonuses, and especially those providing bonuses to more than one Virtue.

Enchanted items are common, and often given as gifts, for they help build an elf's Virtue. The elf who relies upon them, however, may become corrupted by desire for them and hubris regarding their making or ownership.

For the jewels were Filanor's, he had conceived them, and wrought them at his forge, and his was the praise from the most high elders of the West for their creation, and thus he was loathe to abandon them to languish in the darkness of the iron the fortress of the Enemy, where none would ever again spy their light and beauty.

And so Filanor stayed, and wept, and made himself a fortress in the dark lands of the North, near to the iron fortress, where he could rally men and sally forth to do battle against the endless black hordes gathered there. There he swore never to leave until the jewels and their glory were once again his, to be displayed unto all Creation.

Equipment and Companions

Equipment, swords, shields, banners, rings, crowns and similar items of elf-craft, as well as companions of elvish or animal sort can provide bonuses to an elf's Qualities. During his travels, the elf may come across items or companions that help him in specific circumstances, but such companions arrive and leave of their own whim.

They had traveled long and far to find the seer Eilil, who with his powers might help them craft a powerful charm of seeing to peer into the dark heart of the dragon's den, and discern when it slept, that they might come upon it then in order to slay it.

Permanent equipment and companions must be earned during the game by spending Virtue the elf has gained through the use of Color. The player declares which Quality the item or companion provides a one die bonus to when the companion or item is detailed and added to the story.

A player may also declare a permanent piece of equipment they have been granted was destroyed, or a permanent companion was slain in order to remove a single penalty from his roll.

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