

THE THREE ELVEN SWORDS

BACKGROUND

A long time ago, three mighty swords were forged by the elves. One sword for the sun, one sword for the moon and one sword for the stars. Each sword's power is refilled by the sun, the moon and the stars respectively. They were named Sunshine, Moonshine and Starshine. One great disadvantage, as a consequence of this, were that any two of them could not be in the vicinity of each other.

Every time a character receives a Talisman the character can opt to get one of the three elven swords instead. It works as a normal sword with +1 in strength. At the start of the players turn the sword might gain strength. If it has strength +1 it gains strength to +2. If it has strength +2 it gains strength to +3 on a die roll of 4-6. If it has strength +3 it gains strength to +4 on a die roll of 6. When it has strength 4 it cannot gain any more strength. If used in a combat it is emptied and has strength +1 again.

ANNIHILATION

In the forging of the swords a serious flaw that could not be foreseen was built into the swords. Whenever two of the swords are in the same area (even if just briefly) they try to annihilate each other. The weakest (measured by its strength bonus) of the two is destroyed. The strongest of the two are reduced by the weakest sword's strength but can later gain strength as normal. If both swords are of equal strength, both are destroyed.

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