

“The Oath of Fëanor”

A Silmarillion Party Game

This game works best when played with *at least 8* players over several hours, as players are moving throughout different rooms of a house.

Items Needed:

- [Sword Necklace Charms](#), Brooches, or Pins (if using necklace charms, don't forget to purchase chains)
- [Three Silmarils](#)
- One or Two D20 Dice ([Giant Inflatable D20](#))

Instructions:

1. Before the game begins, one player is secretly designated as Morgoth and is given the Three Silmarils to keep secret and safe (kept hidden in their pocket etc.). Morgoth should also be given a few extra swords to secretly put on through the game to avoid suspicion.
2. At the beginning of the game, **The Oath is Sworn**: every player (including Morgoth) receives a small sword that must be worn visibly throughout the game.
3. If one player suspects another of being Morgoth, they must make a formal accusation in private.
Note: if one player witnesses another making a Morgoth accusation, the accused has the right to withhold their answer.
 - If the player is indeed Morgoth, they must relinquish ONE Silmaril to the accuser (but they must keep their sword).
 - If they are NOT Morgoth, the accusing player must duel the accused by rolling the D20.
 - If the accuser rolls the lower number, they must relinquish their sword to the accused.
 - If the accuser rolls the higher number, they may keep their sword.
4. Players must wear all swords visibly throughout the game; if a player only has one sword left and loses, they ‘die’.
5. Once a player has obtained a Silmaril from Morgoth, the player must wear the Silmaril visibly for all to see.
6. If one player would like to challenge the right of another to bear a Silmaril, they may draw their sword and declare, **“by the Oath of Fëanor this Silmaril shall be mine!”**.
7. At this point, the two players must participate in the Kinslaying: each player rolls the D20. Highest number wins; lowest number must relinquish their sword to the other player. If the player only has one sword left, they ‘die’.
8. Ending the Game:
 - If Morgoth loses all three Silmarils, they will be revealed to all and cast into the Outer Void and (the Kinslaying may continue if desired);
 - If all players have died *or* the party is coming to an end, Morgoth will be revealed to all and cast into the Outer Void and the game will be ended.
9. If any Silmarils remain unclaimed at the game's ending, all remaining players will roll the D20 to determine who is worthy of them.

(For the purposes of this game, we are going to pretend the Silmarils will not torment their bearers endlessly and/or turn any players into a Star.)