Elves of Lindon

Kulturer · https://sulkesligaen.no/docs/elves-of-lindon/

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> «Ja, det er alver,» sa Frodo. «Man kan møte dem noen ganger i Skogenden.»

De gode folkene i Eriador har bodd i Vestlandene siden før Beleriand gikk under. De er alle medlemmer av de Førstefødte og viser en visdom som er utenfor menneskenes rekkevidde. De forlater sjelden sine tilfluktssteder i Gråhavnene, for dette er deres svinnende år. Flere og flere forlater Midgard og seiler vestover på grå skip, aldri for å vende tilbake. De som fortsatt er igjen bor for det meste langs de vestlige kystene, hvor det en gang fantes store riker av deres slekter. Vandrende alver kan av og til møtes på veiene som leder østover om våren og høsten, når deres følgesvenner forlater sine land bortenfor Tårnåsene.

CHARACTERISTICS

Alle alver er utstyrt med enorm vitalitet og stor kraft. De er ikke utsatt for sykdom eller alderdom, og kan derfor bo i verdens sirkler til de velger å forlate den, eller blir drept. Alver kan forlate sine hjem når som helst etter at de har nådd voksen alder (omtrent et århundre gamle). Eventyrere eldre enn 300 år er sjeldne, for med tiden finner alle alver at sjølengselen, som ligger dypt i deres hjerter, blir uimotståelig. I kamp bærer de fleste alver buer og spyd. Mange bruker også sverd, men etter gammel tradisjon foretrekker noen fortsatt økser.

Cultural Blessing - Elven Skill

I kraft av sin fødselsrett er alver i stand til å oppnå nivåer av eleganse og ferdighet som er uoppnåelige for dødelige.

> If you are not Miserable, you can spend 1 point of Hope to achieve a Magical success on a roll when using a Skill in which you possess at least one rank.

"Keen are the eyes of the Elves," he said. "Nay! The riders are little more than five leagues distant," said Legolas.

The Long Defeat

Alvene finner det vanskelig å glemme påvirkningen fra Mørket når den først har satt sitt merke på deres ånd.

> When it is time to remove accumulated Shadow during the Fellowship Phase, you can only remove a maximum of 1 point (see Spiritual Recovery, page 119).

Standard of Living - Frugal

De gode folkene lever i harmoni med Midgard og har lite eller ingen bruk for de tingene som andre anser som verdifulle. De mangler ingenting, og lager vakre ting ved å bruke de rikeste materialene, men de profiterer ikke på sin rikdom slik andre folk gjør.

ATTRIBUTES

Choose one set of Attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	5	2	7
2	4	3	7
3	5	3	6
4	4	4	6
5	5	4	5
6	6	2	6

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 8
Parry	WITS + 12

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as Favoured.

AWE 2	ENHEARTEN 1	PERSUADE 0
ATHLETICS 2	TRAVEL 0	STEALTH 3
AWARENESS 2	INSIGHT 0	SCAN 0
HUNTING 0	HEALING 0	EXPLORE 0
SONG 2	COURTESY 0	RIDDLE 0
CRAFT 2	BATTLE 0	**LORE** 3

Combat Proficiencies

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Bow OR Spears	2
Choose one Combat Proficiency	1

Distinctive Features

Choose two Distinctive Features among those listed: Fair, Keen-eyed, Lordly, Merry, Patient, Subtle, Swift, Wary.

LANGUAGES AND TYPICAL NAMES

I tillegg til det felles språket, snakker alle alver sitt eget, vakre språk - sindarin. For det meste bærer alvene i Lindon navn laget på det språket.

Male Names

Amras, Aredhel, Beleganor, Belegon, Calanhir, Carmagor, Dagorhir, Durandir, Edrahil, Ellahir, Fincalan, Fuindor, Galdagor, Galdor, Hallas, Hirimlad, Ithildir, Lascalan, Linaith, Mablin, Malanor, Nauros, Orgalad, Pelegorn, Sargon.

Female Names

Anórel, Aranel, Arbereth, Baraniel, Calanril, Celebrindal, Celenneth, Elanor, Elwing, Eraniel, Fimbrethil, Gloredhel, Idril, Irilde, Laurelin, Lôrwend, Lothíriel, Meneloth, Moriel, Narieth, Narniel, Nimloth, Nimrodel, Níniel, Tarandîs.

VIRTUES OF ELVES

Elves are synonymous with magic for most inhabitants of Middle-earth. The word 'magic' itself invokes images of their grace, the products of their craft, and their unearthly beauty.

Against The Unseen

Elves can perceive creatures that dwell in the wraith-world, be they spirits or ghosts, even when they are normally invisible to the eyes of the living and appear only as a chilling whisper of voices. You have learnt to strengthen your heart against such terrors.

> ♦ All your Shadow Tests due to Dread are Favoured, and you additionally gain (1d) on those rolls forced upon you by an evil spirit or ghost (including creatures possessed by one).

"*I also will come,*" *said Legolas,* "*for I do not fear the Dead.*"

Deadley Archery

Elves possess a natural talent for hitting the mark when using their bows. You have honed this talent almost to perfection, and your arrows find their target with uncanny precision.

> ♦ When using a Bow (not a Great Bow) and fighting in Rearward Stance, you may attempt the Prepare Shot combat task as a secondary action.

...their small knives... would have been of no use against the arrows of the Elves that could hit a bird's eye in the dark.

Elbereth Gilthoniel!

The name of Elbereth, the Queen of the Stars, is revered by all the Eldar still dwelling in Middle-earth. You have resorted to calling on her name in moments of great need, asking the Kindler to bestow her grace upon you.

> ♦ Raise your maximum Hope rating by 1 point. During the Adventuring Phase you can become Inspired on a number of rolls equal to your **WISDOM** rating.

"*Elbereth Gilthoniel!*" *sighed Legolas as he looked up.*

Elvish Dreams

The spirit of Elves is so strong that their bodies recover swiftly from many ills and injuries. As your **WISDOM** has grown you have felt less and less the need to lie down to get better. Instead, you can ecover from your exertions while awake, finding repose in the secret way of your folk.

♦ You don't need to sleep, as long as you can engage in simple, repetitive activities. When you take a Short Rest you are considered to have had a Prolonged Rest instead.

...he could sleep, if sleep it could be called by Men, resting his mind in the strange paths of elvish dreams, even as he walked open-eyed in the light of this world.

Gleam Of Wrath

Your folk have seen many defeats, and many fruitless victories in their wars against the Shadow. The deadly rage that your kindred harbour for the Enemy infuses your weapons with a gleam of chill flame.

> ♦ On a successful attack roll your adversary additionally loses one point of Hate or Resolve, plus one point for each Success icon (6).

The Elves were the first to charge. Their hatred for the Goblins is cold and bitter.

Memory of Ancient Days

Long centuries and uncounted generations of Men seem but a little while to the Elves. Your memories go back to a time before Eriador became desolate, and your knowledge of the land is returning to you now that you are traveling again outside the boundaries of your realm.

> ♦ When you are targeted by a Journey Event while you are in a Wild Land, roll on the Journey Events table as if you were in a Border Land, and as if you were in a Wild Land if you are in a Dark Land. Moreover, in addition to your chosen role you are always allowed to cover the Scout role.

"But it is not your own Shire," said Gildor. "Others dwelt here before hobbits were;