Elves of Mirkwood

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

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> *I en stor hall med søyler hugget ut av den levende steinen satt alvekongen på en stol av utskåret tre.*

Også kalt skogalver, er innbyggerne i Nordlige Myrkskog tilhengere av Thranduil, alvekongen. De er et tilbaketrukket folk, ansett av mange for å være mindre vise eller ambisiøse enn alver av edlere slekt, bare fordi de virker fornøyde med å glede seg over jakt og holde fester, selv under trusselen av det som lurer i mørket i Myrkskog. I virkeligheten er det denne kjærligheten til Midgard og deres håp om å gjenerobre hele skogen fra Dol Guldurs skygge som har gjort dem til standhaftige krigere, dedikert til å motstå den truende mørket, enten alene eller side om side med betrodde allierte.

CHARACTERISTICS

Alvene i Myrkskog er et vakkert, men hardført folk, selv om deres makt sakte avtar. De er udødelige krigere, da de deler skjebne med alle de Førstefødte, og er dedikert til å bevare sitt skjulte rike. Skogalver blir sjelden eventyrere før de har nådd minst noen århundrer. Å forlate Skogsriket for tidlig blir generelt sett ned på, da det å ønske å dra på eventyr anses som å svikte deres plikt som voktere av skogen. Som et krigersk folk blir Silvan-alver sjelden funnet uten en bue eller et spyd klart til bruk.

Cultural Blessing - Folk of The Dusk

Selv om de er glad i solen, føler alvene i Myrkskog seg mer tilpass under månelys eller stjernelys, eller blant skogens skygger; deres sanser er skarpere, deres byrder lettere, deres bevegelser usedvanlig sikre og grasiøse.

> When you are in a forest, or at night, you can spend 1 point of Hope to achieve a Magical success on a skill roll.

...the Wood-elves lingered in the twilight of our Sun and Moon but loved best the stars; and they wandered in the great forests that grew tall in lands that are now lost.

Standard of Living - Frugal

Alvene i Myrkskog anser seg selv som beleiret til enhver tid og dedikerer mye av sin rikdom til forsvar.

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 + 18
Hope	HEART + 8
Parry	WITS + 14

Skills

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

AWE 1	ENHEARTEN 0	PERSUADE 0

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

Combat Proficiencies

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

Bows OR Spears	2
Choose one Combat Proficiency	1

Distinctive Features

Choose two Distinctive Features among those listed: Cunning, Fair, Fierce, Keen-eyed, Merry, Proud, Secretive, Swift.

LANGUAGES AND TYPICAL NAMES

Silvan-alvene pleide å snakke et opprinnelig skogsspråk, men omfavner gradvis bruken av sindarin. Deres navn er vanligvis 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.

Femle 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 THE ELVES OF MIRKWOOD

The ancient tribes from which many Wood-elves descend never went over the Sea to grow fairer and more learned, and devoted their arts to devising cunning ways of deceiving the Enemy and its servants. This is probably why they are deemed to be more dangerous and less wise.

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.*"

Deadly 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 targets 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.

Elf-Lights

You can make a torch or a lamp burn with a magical flame capable of enchanting Mortals and humanoid creatures.

> ♦ Spend 1 point of Hope to light a torch, or a lamp. The Loremaster must choose a group of creatures among those observing the light whose total **MIGHT** score does not exceed your **WISDOM** rating -- the selected creatures must draw near to the flame by any means possible. You can control the light at will, even from a distance, either to extinguish the flame quickly and quietly, or to surprise those that have been attracted by your magic by causing the light

> to flare suddenly.
>
> ♦ If attacked, enemies standing by the light are surprised, and won't be able to make opening volleys nor take actions in the first Close Quarters Round. Additionally, they are temporarily confused and fight as if Weary forn the first two rounds of combat.

Though their magic was strong, even in those days they were wary.

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 recover 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 .

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

Shots in The Dark

For you, the dusk of night and the dark canopy of the forest are a time and place for merriment and feasting. But this is a time for war, and you have learnt to exploit darkness to your advantage.

> ♦ When you are in a forest, or at night, you are Inspired on all your combat rolls.

They dwelt most often by the edges of the woods, from which they could escape at times to hunt, or to ride and run over the open lands by moonlight or starlight...