



# Guide to the Eldar

## A Fanon Project for Players

By Thomas Gingras



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Content is adapted from the works of JRR Tolkien, and The One Ring RPG.

This is a free fanon private use project for use with The One Ring RPG from Cubicle 7.

Comments or suggestions can be made to [rostranor@yahoo.com](mailto:rostranor@yahoo.com). I would also like to thank all the help I received from the Cubicle7 Forum in putting the final details in this project, especially Eluadin who made me rethink several perspectives.

*“Behold I love the Earth, which shall be a mansion for the Quendi and the Atani! But the Quendi shall be the fairest of all earthly creatures, and they shall have and shall conceive and shall bring forth more beauty than all my Children.”*



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## HISTORY OF THE ELДАР

For a long uncounted time, before the sun and moon, under the stars the First Born of Ilúvatar walked upon Middle-earth. The Valar, the Lords of the West, the servants of the great creator had waited long for the First Born to arrive on Middle-earth in accordance with his will. The timeless waiting passed by and the coming of the Elves went at first unnoticed by the Valar. In this time they walked in peace and in wonder under the light of the stars.

The Valar however would not be sundered from them forever. Coming before the Elves in the distant east of Middle-earth they welcomed the Children of Ilúvatar and invited them to dwell in the lands of the west where they had made their own homes. Many of the elves agreed to this invitation by these seemingly supreme beings. Others refused the invitation and desired to remain where they were. The Valar, not wishing to force the Firstborn to follow them against their will, allowed them the freedom of this choice. This splitting of the elves caused the first great division of the Firstborn. Those who remained were numbered among the

Avari, the Unwilling. Those who chose to follow the Valar into the west and accepted their guidance became the Eldar. The subsequent history of the Avari is unknown. Some believe that they fell under the evil prey of Morgoth in later times, but nothing of their history is known for sure. The Avari are subsequently lost to the history of Middle-earth. The Eldar however would figure greatly in the history and deeds of the world.

The greater part of the Elves, belonging to the Eldar, began the journey west under the guidance of the Valar. This great host soon divided into three kindred under their own lords; the Vanyar, Noldor, and Teleri. The Vanyar followed the Valar as soon as haste and their numbers would allow and became the first of the Eldar to dwell in Valinor, the land of the Valar, in the far west beyond the sea. Beneath the very walls of the Lord of the Valar the Vanyar would make their homes. Never again would they return to Middle-earth. The second kindred of Eldar, the Noldor, came second to Valinor. In them was a great love of crafting and a thirst for learning lore. Dwelling with the Valar in Valinor they became fairer and strong and delighted in

the crafting of many things. The third kindred, the Teleri, tarried long in Middle-earth. The pace they set following the Valar was slow and they delighted in the natural wonders and beauty that they found in Middle-earth. Many of the Teleri lost their desire to head west and as was their want took up residence in the western lands of Middle-earth.

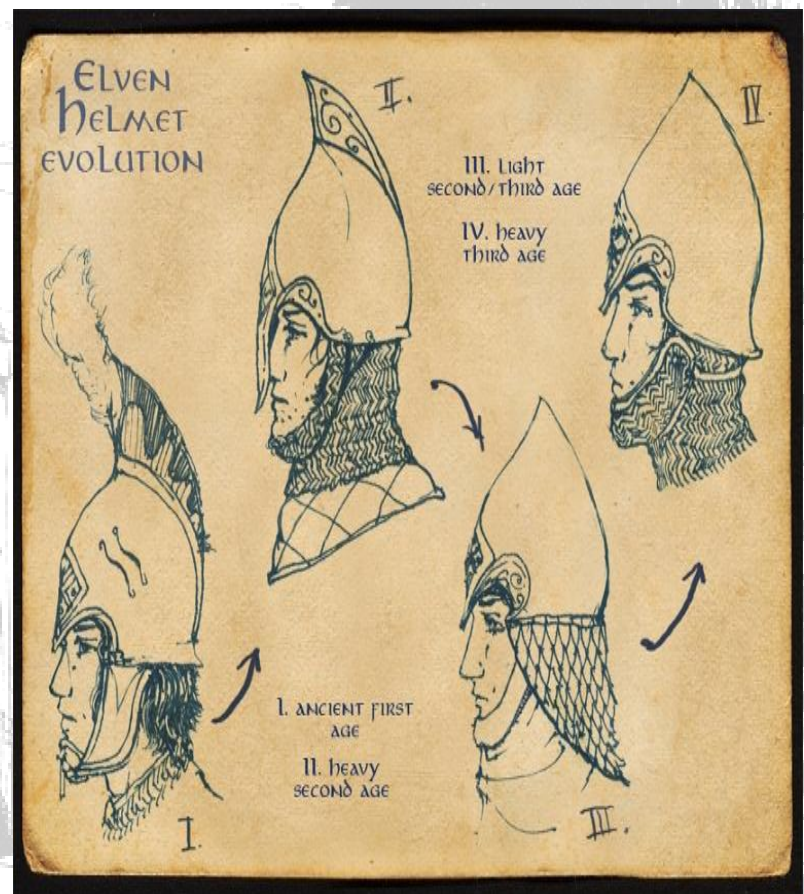
The third kindred of Eldar separated themselves into four major elements. Membership in the group depended upon how far they maintained the journey into the west. The first to leave the path west settled in the great woods they found along the way. In small bands as each saw fit they established themselves in the land they found most pleasing and took the name the Silvan Elves. The second group, the Nandor, were those elves who never crossed the Hithaelgir mountains and settled in the woods they found along the Anduin river. The Sindar crossing the mountains settled upon the shores of Middle-earth in a land they called Beleriand. While the fourth group, the Falmari, left Middle-earth with the Valar and arrived last in Valinor.

The peace of Middle-earth under the star light did not endure for all time. A dark enemy, once numbered among the Valar, began to sow discord. Filled with jealousy, malice, and hate he set about to mar the creations of Ilvutar. Named Morgoth and filled with a great hatred for the Eldar he plunged the world into war, darkness, and despair. Fleeing the Undying Lands of the west he established his own dark kingdom in the lands of Middle-earth.

The deeds of the First Age were filled with the wars of the Eldar against Morgoth and his twisted creatures. The Noldor returned from Valinor seeking revenge against Morgoth and the recovery of the great jewels the Silmarils

that he stole. Great and terrible deeds were done on both sides until the intervention of the Valar cast down Morgoth in his fortress and broke the world. During the course of these wars both Dwarves and Men arrived in Beleriand to help or hinder the Eldar as they saw fit.

With Morgoth defeated the Valar again asked the Eldar to travel with them to Valinor and dwell in peace. Many of the surviving Eldar returned or went into the west, but many desired to remain in Middle-earth. Still in love with the natural beauty or not yet willing to return to Valinor the Eldar established great realms along with those of men.





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Peace would not long endure in Middle-earth in this Second Age. The Lieutenant of Morgoth, Sauron, escaped the destruction of his master and was free in the world to continue sowing discord and fermenting war. In the beginning of this age many of the Eldar still remained. Most dwelt in Lindon west of the Ered Luin. Many of the Sindar passed eastward, and some established realms in the forests far away, where they found people of their distant kin the Avari. Oropher the Sinda became Lord in the north of Greenwood the Great. While in Lindon north of the Lune dwelt Gil-galad, the last realm of the Noldor where he was acknowledged as High King of the Elves of the West. In Lindon south of the Lune dwelt for a time Celeborn, and his wife Galadriel, greatest of the Noldor who did not return west.

In time a portion of the Noldor went to Eregion upon the west of the Misty Mountains, and near the west gate of Khazad-dûm established another Noldorin realm. The Noldor were great craftsmen and less unfriendly to the Dwarves than the Sindar; and the friendship that grew between the people of Durin and the Noldo smiths of Eregion was the closest that there has ever been between the two races. Celebrimbor was lord of Eregion and the greatest of their craftsmen and numbered among the Lords of the Noldor. Celebrimbor, deceived by Sauron, forged the Rings of Power. Sauron in secrecy however crafted a great ring to control all of the other rings of power in Middle-earth. Sauron's hatred of the Eldar again engulfed Middle-earth in war. In the end Eregion was laid waste, Celebrimbor was slain and the realm of Imladris was founded by Elrond along with the survivors of Eregion.

Beating back Sauron a measure of peace was reestablished through the aid of the men living on the isle of Númenor. In time Sauron rebuilt his power and again threatened the peace of the Eldar. Through deception he destroyed the

Númenóreans and raising his armies of orcs again attempted to crush the last realms of the Eldar. When war again came to Middle-earth the Eldar and the remnant of the men from the west forged the Last Alliance of Elves and Men to finally defeat Sauron. Through their efforts Sauron was beaten, but the ring of power was not destroyed and Sauron was not wholly defeated. For many years Sauron would nurse his hatred and gather his power and plan his revenge.

Though Sauron was defeated the losses to the Eldar were terrible. Many more of the surviving Eldar departed into the west for Valinor and greatly reduced their realms in Middle-earth. In the Third Age of Middle-earth only a remnant of these once great realms endures. The last of the Eldar, still delighting in the natural beauty of the world, slowly despair and depart in steady groups into the west. The histories of the Eldar have been full of war and are reluctant to involve themselves in the conflicts and troubles of the shorter lived races.

## ECOLOGY AND SOCIETY

In the physical form the Eldar grow much slower than the Second Born, not reaching their full physical growth until being 50 years of age and many show evidence of further growth until their hundredth year.

What the Eldar lack in physical growth they more than make up with in mental development. Within a year of their birth they have learned speech, singing, and dancing. Due to the curious



blend of spirit (or *fëa*) and body (*hröa*) they come soon into full mental capabilities. This nature of the elves also allows them to heal from grievous wounds completely and without scars.

For the most part elves wed in their fiftieth year and their children come soon (in the reckoning of elves) after. Contrary to popular belief the Eldar do in a sense age. With the passage of time the sorrows and grief of life saddle the spirit. Though they do not exhibit the physical evidence of aging as other peoples do this weariness of spirit is just as debilitating. Elves are not capable or unwilling to bear children all of their lives, but only when they willing and when their own spirits are not so encumbered. So precious and energy consuming is the raising of elven children that siblings are few and far apart being born only in times of peace when these years can be enjoyed by both parents.

The death of Elves it is much different than the lives of men, instead their spirits leave their bodies and depart to the Halls of Mandos where after a time it is rehoused in flesh and reborn.

In the Eldar society there is considered no difference between males (*neri*) and females (*nessi*). For the most part however there are certain areas that one gender seems to gravitate towards. For instance Elven healers often tend to be females drift towards the arts of fine weaving and the making of useful objects. The males tend to be more into the crafting of complex things, students of lore and the bearers of weapons.

The languages of the Eldar belong to three distinct branches. While they are all based on the same original tongue division and the passage of time have changed them greatly. The first and most widely spoken is Sindarian. This is the tongue of the Sindar elves and was adopted by the Noldor when they came to Middle-earth.

Most Elves speak this tongue and could be considered the common tongue of Elves. The other language of the Elves is Quenya, which the Noldor spoke when they were in the Blessed Realm. This is the ancient and scholarly tongue of the Elves having come out of the west. The third and final tongue is that of the Nandorin, Tawaren.



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# Noldor Elves

*O Elbereth! Gilthoniel!  
We still remember, we who dwell  
In this far land beneath the trees,  
Thy starlight on the Western Seas.*

The Noldor are the most ordered of all the Eldar dwelling in Middle-earth and it is in their nature to construct fair realms and cities of great beauty. Through all their trials and tribulations the Noldor still carry themselves with assurance and may be considered by others to be haughty or arrogant. The Noldor live with a thirst for knowledge and understanding and are susceptible to falling prey to pride or lust. Noldor are however the greatest craftsman of all the Eldar people especially when it comes to weapons and items of beauty. They are most fond of the Vala Aulë the Smith and Elbereth. Noldorin religion is very informal and mostly a private personal affair with personal meditation and communal celebration with special attention to Elbereth the creator of the stars and Aulë.



## DESCRIPTION

Noldor elves are by far the fairest dwelling in Middle-earth as a result of the time that they spent in the blessed realm of Valinor. Noldor are as a result stronger and sturdier than other Elves. They tend to be taller than other elves with males in the range of 6'5" to 7' averaging 215 pounds while females with an average height of around 6'3" at 175 pounds. Their coloring is also dark tending to have dark hair and grey eyes for the most part, with some having light golden hair and blue eyes. These lighter traits are usually found in the houses of Fingolfin and his brother Finarfin. Of all the Eldar in Middle-earth the Noldor are the best craftsmen and most material oriented so their clothing tends to be rich and decorative.



## DOMAINS

### Lindon

The Land of Singers could no longer function as a realm due to the great losses of The Last Alliance. Círdan the oldest and wisest of the Sindar was thus the default ruler of Lindon. The realm currently exists only to keep the ways clear and open for those Elves which wish to journey back to Valinor. Their apathy towards the condition of Arnor has sundered and estranged them somewhat from the other races.

Lindon lays in the western corner of Eriador divided by the Gulf of Lhûn, Forlindon in the north and Harlindon in the south. The Grey Havens (Mithlond) twin cities where the halves of Lindon join is the harbor for all elves who wish to depart the realms of Middle-earth for the Undying West.

### Imladris

Imladris is hardly a realm and would be more aptly called a sanctuary. Having no armies at his disposal its lord Elrond contributes manly through wise council and the protection of those Dúnedain honoring the old alliances. Rivendell lies only four miles off the Great East Road

nestled quietly in a mountain valley. Though at first it seems easy to locate in fact none may enter the valley of the Elves save with Elrond's leave. Those who try often become lost or worse.

The population of Rivendell numbers at less than two hundred and under Elrond's limited resources he normally forbids an aggressive role against creatures of the shadow despite their close proximity. This however does not mean the Valley is undefended. For the forces at Elrond's disposal are strong in arms and Eldar skill.

## STANDARD OF LIVING

The elves of Eriador live in a watchful peace, and dedicate much of their wealth to crafting and reflecting, ranking their culture as Rich.





## NOLDO ADVENTURERS

With each passing year the power of the Noldor fades and with it the Elves involvement in the affairs of Middle-earth. Though the occasional Noldo will journey out to aid the cause of Men and accomplish deeds of great good this is growing rarer and rarer as this age passes.

Suggested Calling: Scholar, Warden.

The beauty of Middle-earth and its enjoyment is still a strong pull to the spirit of the Noldorin people. Given the opportunity to sail west they have decided to remain for a while longer in Middle-earth. The pursuit of knowledge and the protection of their fading realms are their chief external concerns.

Unusual Calling: Treasure Hunter

Seldom have the Noldor been moved to the acquisition of treasure or items. Their delight is in the fashioning of things and gathering of knowledge, not in the hoarding or collection of items.



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## CULTURAL BLESSING

### - Flame of the West -

*"...he was fully armed: his high helm upon his head, and at his side a mighty sword."*

For many long years the Noldor made war upon the Dark Enemy and many great and fell deeds were done under the banner of the High King of the Noldor. The might and light of the west still is manifested in the Noldor when they go to war and their presence overshadows others.

When in a Forward or Open stance a Noldo may both Intimidate Foe and make an attack. This may be done even if wounded and does not cost a Hope point on failure.

## STARTING SKILL SCORES

### Common Skills

Copy the following skill ranks onto the character sheet and underline the favoured skill:

<u>Awe</u> 2	Inspire 2	Persuade 0
Athletics 2	Travel 1	Stealth 1
Awareness 2	Insight 1	Search 0
Explore 0	Healing 1	Hunting 0
Song 1	Courtesy 0	Riddle 0
Craft 2	Battle 2	Lore 3

### Weapon Skills

Choose one of the following two Weapon skill sets, and record it on the character sheet:

1) (Spears) 2, Sword 1, Dagger 1

2) (Sword) 2, Spear 1, Bow 1

## SPECIALITIES

Choose two Traits from:

Elven-lore, Herb-Lore, Region- Lore, Story Telling, Smith-craft, Woodwright

## BACKGROUNDS

### 1 – Wandering Company

*“Journey light: but bring your swords!”*

You have traveled across the lands of Middle-earth escorting your kin from sanctuary to sanctuary as well as guarding those who would take to the Havens and depart into the West. Your travels have allowed you to see the many beauties of Middle-earth and resist the calling of the West. The time has not yet come for the Noldor to surrender Middle-earth.

Basic Attributes

Body 5, Heart 3, Wits 6

Favoured Skill

Travel

Distinctive Features (choose two Traits from those listed)

Bold, Determined, Fair, Fierce, Just, Keen-eyed, Lordly, True-hearted

### 2 – Emissary of the Wise

*“...a master of words, and his tongue had great power over hearts when he would use it...”*

The Elven Lords and Ladies that still dwell in Middle-earth seldom concern themselves with outsiders and rarely offer advice. The old bonds the Dunédain are not forgotten and the friendships of old are not completely sundered. You are on occasion sent to the courts and realms of others in order to provide assistance to old allies, and collect information for your Lord.

Basic Attributes

Body 5, Heart 4, Wits 5

Favoured Skill

Courtesy

Distinctive Features choose two Traits from those listed)

Cautious, Cunning, Elusive, Fair-spoken, Lordly, Proud, Quick of Hearing, Secretive

### 3 – Relentless Foe

*“...for the sorrow and the strife in the house of Finwë is graven in the memory of the Noldorin Elves.”*

Weariness and sorrow weighs on many an elf when such great losses lie in the past. But long is elven memory, and into the deeps of time of that memory stretches a bright dawn that was ever been a solace to the Exiles who walked abroad. Though the day lengthens and evening draws nigh for the Eldar the memory of loss drives you to hunt the Shadow and all its forms

Basic Attributes

Body 5, Heart 3, Wits 6

Favoured Skill

Stealth

Distinctive Features (choose two Traits from those listed)

Determined, Fierce, Hardened, Keen-eyed, Proud, Secretive, Vengeful, Wrathful



## 4 – Legacy of the Noldor

*“He was tall, and fair of face, and masterful, his eyes piercingly bright...”*

In your veins runs the blood of great heroes and Lords of the First Age, who in ages past chose to return to Middle-earth with Feanor. Your sires sought refuge and peace from their wounds in the west after the War of Wrath. But, to you has fallen their charge. You bear their memory of the First and Second Age and the hard learned lore gained from fighting the Shadow through the Ages. You serve so that this mighty inheritance is not lost to those that remain to fight against the Shadow.

### Basic Attributes

Body 4, Heart 4, Wits 6

### Favoured Skill

Inspire

Distinctive Features (choose two Traits from those listed)

Cautious, Determined, Fair-Spoken, Honourable, Just, Lordly, Wary, Willful

## 5 – Hands of the Healer

*“When the black breath blows and death’s shadow grows and all lights pass, come athelas!”*

The war against the eternal enemy has produced many hurts and wounds of body and soul. The lore and healing skill of the Elves is preserved and has been passed down to you. While others around you dedicate their to the crafting of objects or the lore of the past you have dedicated yourself to the curing of body and spirit against the malignant effects of the Dark enemy.

### Basic Attributes

Body 4, Heart 7, Wits 3

### Favoured Skill

Healing

Distinctive Features (choose two Traits from those listed)

Fair, Forthright, Merciful, Patient, Steadfast, Swift, True-hearted

## 6 – Keeper of Lore

*“... neither old nor young, though in it was written the memory of many things both glad and sorrowful.”*

You have studied long and hard to retain the collected wisdom of the Elves. A constant presence in the libraries and halls of your kin your knowledge is deep and broad concerning many things. While other Elves delight in the work of their hands, you find wisdom and lore a delight of their own.

### Basic Attributes

Body 5, Heart 2, Wits 7

### Favoured Skill

Lore

Distinctive Features (choose two Traits from those listed)

Clever, Cunning, Fair-spoken, Lordly, Patient, Proud, Quick of Hearing, Secretive



## CULTURAL VIRTUES

### Foe to the Shadow

*“Yes, you saw him for a moment as he is on the other side: one of the mighty of the Fristborn. He is an Elf-lord of a house of princes.”*

The Noldor have since the First Age fought the servants of the enemy. The ages of Arda that have passed have done little to quench the fires in the hearts of the Noldor. Their great spirit attracts the attention of their foes and they wish to ever press the attack against their ancient enemies.

When in the Forward or Open stance the Noldo elf can choose to take the attack of any opponent directed at a comrade as if they were in the defensive stance. This costs one Hope point.

### Elvish Dreams

*“...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.”*

You have learnt to recover from your exertions while engaging in a repetitive task, like walking, or rowing in a boat.

At the end of a day of activity, you recover a number of Endurance points equal to your Wisdom rank. If you then take a prolonged rest, you recover normally.

### Devoted to Aule

*“For the less even as for the greater there is some deed that he may accomplish but once only; and in that deed his heart shall rest.”*

The Noldor elves have long been devoted to Aule the Smith. They delight in the crafting of objects and treasures that would be considered magical to other peoples.

Noldo characters may make a Craft check TN20 and spend one Valour Point and one Treasure point to add an additional quality to an item increasing the max improvements to four. Additional Treasure points maybe used to decrease the TN by -2 to a maximum of -6.

### Hands of the Healer

*“He searched the wound...with his fingers, and his face grew graver, as if what he learned disquieted him.”*

The legendary healing knowledge of the Elves has not yet passed completely into the Undying West. The Elves know that the healing of the body must be accompanied by the healing and restoration of the spirit as well. To accomplish this the elves use both herbal and physical means to heal the body, as well as song to heal the spirit.

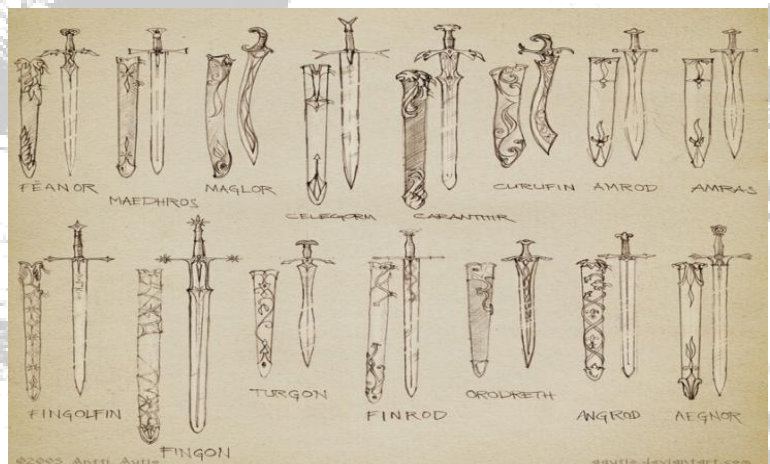
When making healing checks Elvish healers are able to add half of their Song skill rounded down to their Heal skill. Additionally Noldo Elves may use their Song skill (TN16) to restore 1d4 points of travel fatigue to their companions once for each week of travel even if not in a sanctuary.

### Wrath of Fingolfin

*“Then the hearts of the Noldor grew hot, and their captains wished to assail their foes upon the plain...”*

Through three Ages of Arda the Noldor have made war against the servants of the shadow. In that time the Noldo have learned through experience, the tales of the great heroes of old, and the knowledge that death is not an ending to challenge all foes of the Dark Enemy.

When confronted by adversaries the Noldo elf may ignore the effects of Fear. Additionally Noldo elves may pass Terror checks with a great success against TN 16.



## CULTURAL REWARDS

The Noldor in their long time in Middle-earth have crafted a great many things of beauty and elegance, their history however has not allowed them to neglect the gear of war in exhibiting their craftsmanship.

### Sword of Gondolin

*"The drawing of the swords of the Noldor was like a fire in a field of reeds; and so fell and swift was their onset..."*

Crafted in the Halls of Turgon this ancient blade has faced the minions of the Dark Enemy in many wars and battles.

This blade glows with a pale blue light when in the proximity of Orcs and Trolls. The power of the light is dependent on the proximity of the creatures and glows with the strength of a torch at its brightest. If a great or extraordinary success is rolled against these creatures you automatically inflict a Piercing blow.

### Hauberk of Beleriand

*"The silver corslet shimmered before his eyes like the light upon a rippling sea. Carefully he took it off and held it up, and the gems on it glittered like stars..."*

The skill of crafting armors from the wars of the First Age is not entirely lost among the Noldor. Steel rings they still forge almost the equal to the armor they made in their youth in the fair lands of Beleriand.

This mail reflects the spirit of the wearer when presented to friend and foe. This armor grants the wearer a bonus modifier of plus one for each skill point they have in Awe to any Awe, Inspire, and Persuade rolls while wearing the armor prominently displayed. The armor also provides a reroll of the Feat die keeping the highest.

### Spear of Hithlum

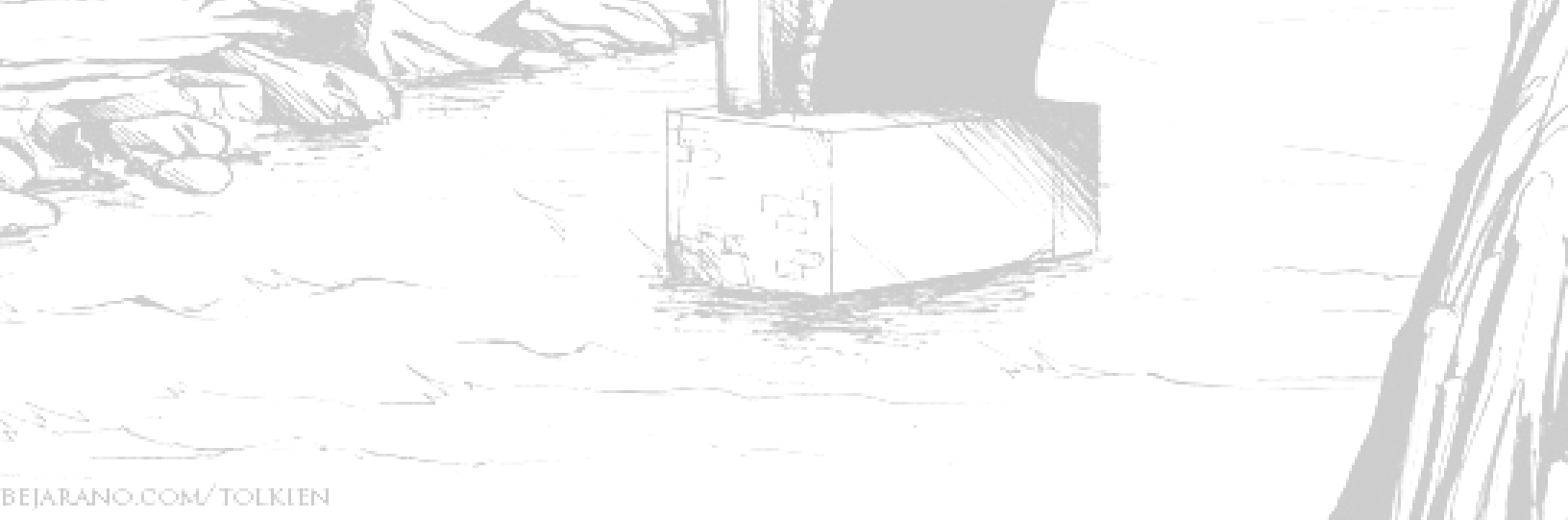
*"...and all the host of Hithlum leapt forth from the hills in sudden onslaught."*

The warriors of the Noldor fought equally well with sword and spear and the Marches of Beleriand where defended with long and finely wrought spears.

If you roll an extraordinary success this spear causes a Piercing wound. Additionally any one adversary per turn that attempts a Great Leap to attack a companion behind the wielder may be intercepted by a successful attack roll with this spear. This attack will cause no damage on its own but will prevent the leap.



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## Sindar Elves

The Sindar are the most open and receptive to other races of Middle-earth being great teachers to the races around them. They are by nature a most peaceful people, but when their rage comes it comes like the sea they love and is unstoppable. While the Sindar do not desire to build the great cities of the Noldor they rather build small towns and havens of close knit communities mostly along the sea or water. The only exception to this are the great havens of Mithlond from which the elven ships sail into the west forever leaving Middle-earth. The Sindar are the greatest shipwrights and sailors among the Elves. Their religion is very informal and mostly a private personal affair with personal meditation and communal celebration with special attention to Elbereth the creator of the stars.



## DESCRIPTION

Since the Sindar did not dwell in the Blessed Realm they are a bit shorter and diminished in skill and fairness than the Noldor. They are about as tall as Noldor about 6'5" for males and 6'1" for females. Most of the Sindar are fair of hair and eyes. Their clothing is not the rich garb of a Noldo but more practical and useful.

## DOMAINS

### The Woodland Realm

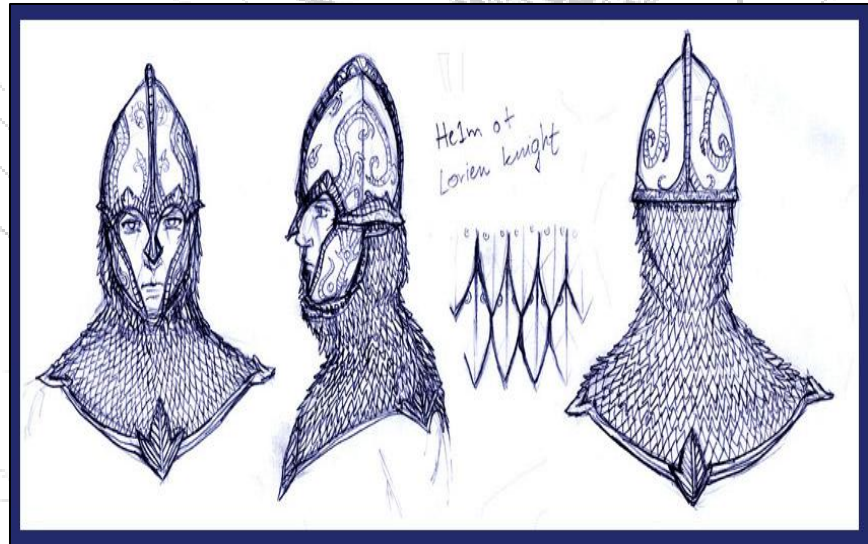
The realm of Thranduil in northwest Mirkwood is populated by Sindar and Nandor elves. These elves can be found in most areas in the Northern half of the forest connected by paths and wooden flets for sentries and messengers. Though it covers a wide distance the realm is amazingly well connected. The realm is also guarded meticulously by the Elven Warders and those who stray off the dwarven road should be prepared to be expelled from the realm. This realm is much like the Sindar realms of old, wishing only to be left alone. Though the government of the Woodland Realm desires to remain isolated, Elves are if they wish permitted to wonder as they will.

### Lothlórien

The Land of the Goldenwood, so called for the unique golden hue of its trees, like all other Elven realms is closed to outsiders and fiercely guarded. In this realm can be found the three kindred of Elves Noldor, Sindar, and Sylvan. The fair Elven maiden Galadriel rules this realm with her husband Celeborn.

## STANDARD OF LIVING

The Sindar spend their time living among other elves, often in leadership roles among the Nandor. Much of their wealth is geared to the natural enjoyment of Middle-earth, but they are known to craft rare and wondrous items of everyday utility. A typical Sindar is Prosperous.





## SINDA ADVENTURERS

Through Three Ages of the world the Sindar have walked the lands of Middle-earth. Delighting in the natural wonders of the world they never completed the journey to the Undying Lands. As the years come and go in ever greater numbers the Sindar are heading the call of the sea and leaving Middle-earth. As their realms fade into memory some still possess spirits that burn with a love for Middle-earth and are not yet ready to leave its shores. Many Sinda feel as though they still have personal responsibilities to the people and places of Middle-earth or have not yet tired of the world.

Suggested Calling: Scholar, Warden.

The moonlight and starlight of Middle-earth still gives pleasure to the Sindar. Along with their delight is the responsibility that they have taken on themselves to be leaders of the Nandor and Guardians of the folk of Middle-earth.

Unusual Calling: Treasure Hunter

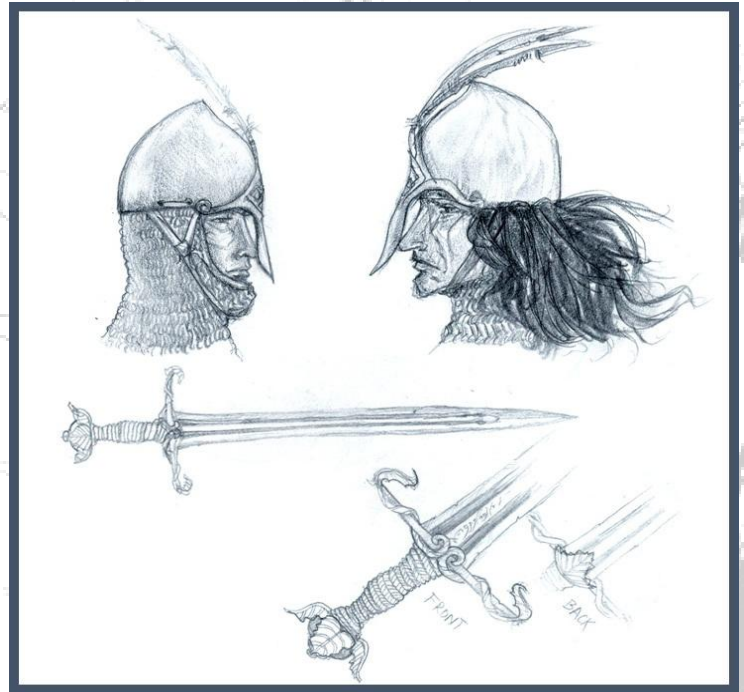
Seldom have the Sindar been moved to the acquisition of treasure or items. Their delight is in the natural world.

## CULTURAL BLESSING

### The Speakers

*“Only I hear the stones lament them: deep they delved us, fair they wrought us, high they builded us; but they are gone.”*

You have learnt how to communicate with almost everything, from any living being to grass, stone and water. This means, for example, that you can hear from the stones in a path who trod it recently, or sing to soothe an unquiet animal. To use this gift you must make an appropriate skill roll. Which skill you use depends on what you are trying to do and is at the Loremaster’s discretion, but here are a few examples: to interpret the words of the stones in a path requires a roll of Riddle; to restrain a scared horse requires a roll of Song; to listen to the voice of a river requires a roll of Insight.



## STARTING SKILL SCORES

### Common Skills

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe 2	Inspire 0	Persuade 0
Athletics 2	Travel 1	Stealth 2
<u>Awareness 2</u>	Insight 0	Search 0
Explore 2	Healing 1	Hunting 0
Song 3	Courtesy 0	Riddle 0
Craft 0	Battle 2	Lore 2

### Weapon Skills

Choose one of the following two Weapon skills sets, and record it on the character sheet:

1) (Bows) 2, Sword 1, Dagger 1

2) (Spears) 2, Sword 1, Bow 1

## SPECIALITIES

Choose two Traits from:

Beast-lore, Elven-lore, Herb Lore, Story-telling, Smith-craft, Woodwright

## BACKGROUNDS

### 1 – Path Warden

*“We live now upon an island amid many perils, and our hands are more often upon the bowstrings than upon the harp.”*

As the paths and roads of Middle-earth darken the elven realms run the risk of being isolated. Yearly the path to the sea and the west would grow more dangerous if not for the Path wardens. Knowing the hidden sanctuaries of your people you have traveled across the lands of Middle-earth maintaining the correspondence between your kin. The paths you have traversed have grown darker and the subtle magic of Middle-earth has shown to you that the days are darkening and great evil is stirring in the world again. This threat to your people must be rooted out.

#### Basic Attributes

Body 5, Heart 3, Wits 6

#### Favoured Skill

Travel

Distinctive Features (choose two Traits from those listed)

Bold, Determined, Fair, Fierce, Just, Keen-eyed, Lordly, True-hearted

### 2 - A Musical Legacy

*“It is a fair song in our woodland tongue; but this is how it runs in the Westron speech...”*

Your father was a minstrel of great virtue, whose work will be praised for countless years. His talent passed along to you, but transformed into a love for the music that lies in plain speech. Your voice is pleasing to all listeners, and you choose your words much as your fingers choose the strings on the harp.

#### Basic Attributes

Body 5, Heart 4, Wits 5

#### Favoured Skill

Courtesy

Distinctive Features choose two Traits from those listed)

Cautious, Cunning, Elusive, Fair-spoken, Merciful, Proud, Quick of Hearing, Secretive



### 3 –Guardian of the Wood

*“They were clad in shadow-grey, and could not be seen among the tree-stems, unless they moved suddenly.”*

The incursions of the Orcs and other foul creatures of Morgoth have always been a threat to the Elves. The borders of the realm are kept safe only by the skill and craft of those who guard the borders. The realms of the Elves are closed to outsiders, some need only a stern warning, while others need a stronger motivator to leave.

#### Basic Attributes

Body 5, Heart 5, Wits 4

#### Favoured Skill

Stealth

Distinctive Features (choose two Traits from those listed)

Cautious, Determined, Fierce, Grim, Keen-eyed, Secretive, Suspicious, Wary

## 4 - Noble Blood

*"They bore no lights, yet as they walked a shimmer, like the light of the moon above the rim of the hills before it rises, seemed to fall about their feet."*

In your veins runs the blood of Elven adventurers of great renown, who in ages past chose to dwell among the Silvan Elves, seeking refuge and peace in troubled years. They say their superior wisdom is reflected in your noble countenance, and much is expected of you in the coming wars. You have sworn never to betray these expectations, and you will die before you see your fair home reduced to ruins.

### Basic Attributes

Body 4, Heart 4, Wits 6

### Favoured Skill

Inspire

Distinctive Features (choose two Traits from those listed)

Fair, Honourable, Lordly, Proud, Quick of Hearing, Suspicious, Swift

## 5 – Hands of the Healer

*"He searched the wound...with his fingers, and his face grew graver, as if what he learned disquieted him."*

The war against the eternal enemy has produced many hurts and wounds of body and soul. The lore and healing skill of the Elves is preserved and has been passed down to you. While others around you dedicate their study to the lore of birds and beasts and the lore of the past you have dedicated yourself to the curing of body and spirit against the malignant effects of the Dark enemy.

### Basic Attributes

Body 4, Heart 7, Wits 3

### Favoured Skill

Healing

Distinctive Features (choose two Traits from those listed)

Fair, Forthright, Merciful, Patient, Steadfast, Swift, True-hearted

## 6 - Envoy of the King

*"There was also a strange Elf clad in green and brown...a messenger"*

You have journeyed far from the borders of the Woodland Realm with your father, on his errands to the courts of Men and Dwarves. Standing by his side, you have learnt much in a handful of months; more than in years spent in the gilded cage of your home. Sadly, you have also discovered how the Shadow is creeping upon the outside world, gaining in strength with each passing year.

### Basic Attributes

Body 6, Heart 2, Wits 6

### Favoured Skill

Lore

Distinctive Features (choose two Traits from those listed)

Cunning, Fair-spoken, Hardened, Lordly, Merciful, Nimble, Quick of Hearing, Secretive



## CULTURAL VIRTUES

### Sindar Magic

Though their magic was strong, even in those days they were wary. You are mastering what mortals might call 'Elf-magic.' You first learn to bake lembas you first select this Virtue. You may later master the making of Elvish rope by spending one Experience point during a Fellowship phase; finally, you discover the secret of elvish boots by spending another Experience point as another undertaking during a later Fellowship phase.

### Lembas

*"But we call it lembas or waybread, and it is more strengthening than any food made by Men, and it is more pleasant than cram, by all accounts."*

The way bread of the elves is a prized possession that is seldom shared with outsiders. These wafers are able to sustain a person on very little food and increase the endurance of the traveler along the long road. When spending one experience point a character can make one week's worth of Lembas for one character.

Characters who are supplied with Lembas may roll the feat die twice when making fatigue rolls and keep the higher roll for as long as their supply of lembas lasts.

### Elvish rope

*"Never travel without a rope! And one that is long and strong and light. Such as these."*

When spending one experience point a character with this skill can create one 50' length of elvish rope.

Characters who use this rope receive a +2 to any roll involving climbing. The rope is also recoverable on its own.

### Elvish Boots

When spending one experience point a character with this skill can create one pair of elvish boots.

Characters who wear these boots receive a +2 to their Stealth rolls.

### Elvish Dreams

*"...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."*

You have learnt to recover from your exertions while engaging in a repetitive task, like walking, or rowing in a boat. At the end of a day of activity, you recover a number of Endurance points equal to your Wisdom rank. If you then take a prolonged rest, you recover normally.

### Folk of the Dusk

*"...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."*

While fond of the Sun, the Elves of Mirkwood find themselves at greater ease under moonlight or starlight, or among the shadows of a forest; their senses are keener, their motions exceedingly sure and graceful.

When a Sindarin Elf is inside a forest or under the earth, or it is night, his Attribute bonuses are based on his favoured rating in all rolls involving the use of a Common skill.

### Hands of the Healer

*"He opened his pouch and drew out some withered leaves. They are dry, and some of their virtue has gone..."*

The legendary healing knowledge of the Elves has not yet passed completely into the Undying West. The Elves know that the healing of the body must be accompanied by the healing and restoration of the spirit as well. To accomplish this elves use both herbal and physical means to heal the body, as well as song to heal the spirit.

When making healing checks Elvish healers are able to add half of their Song skill rounded down to their Heal skill. Additionally Sinda may use their Song skill (TN16) to restore 1d4 points of travel fatigue to their companions once for each week of travel even if not in a sanctuary.

## Deadly Archery

*"...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."*

Most members of your kin possess a natural talent for hitting the mark when using their bows. You seem to possess that quality yourself, as your arrows find their target with uncanny precision.

When you spend a point of Hope to invoke an Attribute bonus on a ranged attack roll using a bow, you receive an additional bonus equal to your basic Heart score.

## CULTURAL REWARDS

The Sindar in their long time in Middle-earth have crafted a great many things of beauty and elegance, drawing upon the subtle power of their kindred and the land itself.

## Sindar Cloak

*"Leaf and branch, water and stone: they have the hue and beauty of all these things under the twilight..."*

The high Ladies of the Sindar have long participated in helping their people in the war against the shadow. Though they have seldom gone out in open war themselves they have through the healing arts and subtle magic of the elves aided their people. The creation of Sindar cloaks is long and laborious as the songs and methods of crafting needed to make them draw upon the history and subtle natural power of their realms.

When adorned with a Sindar Cloak the wearer is afforded a +2 to Stealth rolls and able to roll the feat die twice keeping the best result.

## Dagger of the Galadhrim

*"I ask then for a sword of worth...for the Orcs come now too thick and close for a bow only..."*

The Wood Elves know that long blades are of little use in the woods where restricted room makes them difficult to use. Instead the archer guardians of the woodland realms have been equipped with smaller blades that are equally skilled at attack and defense.

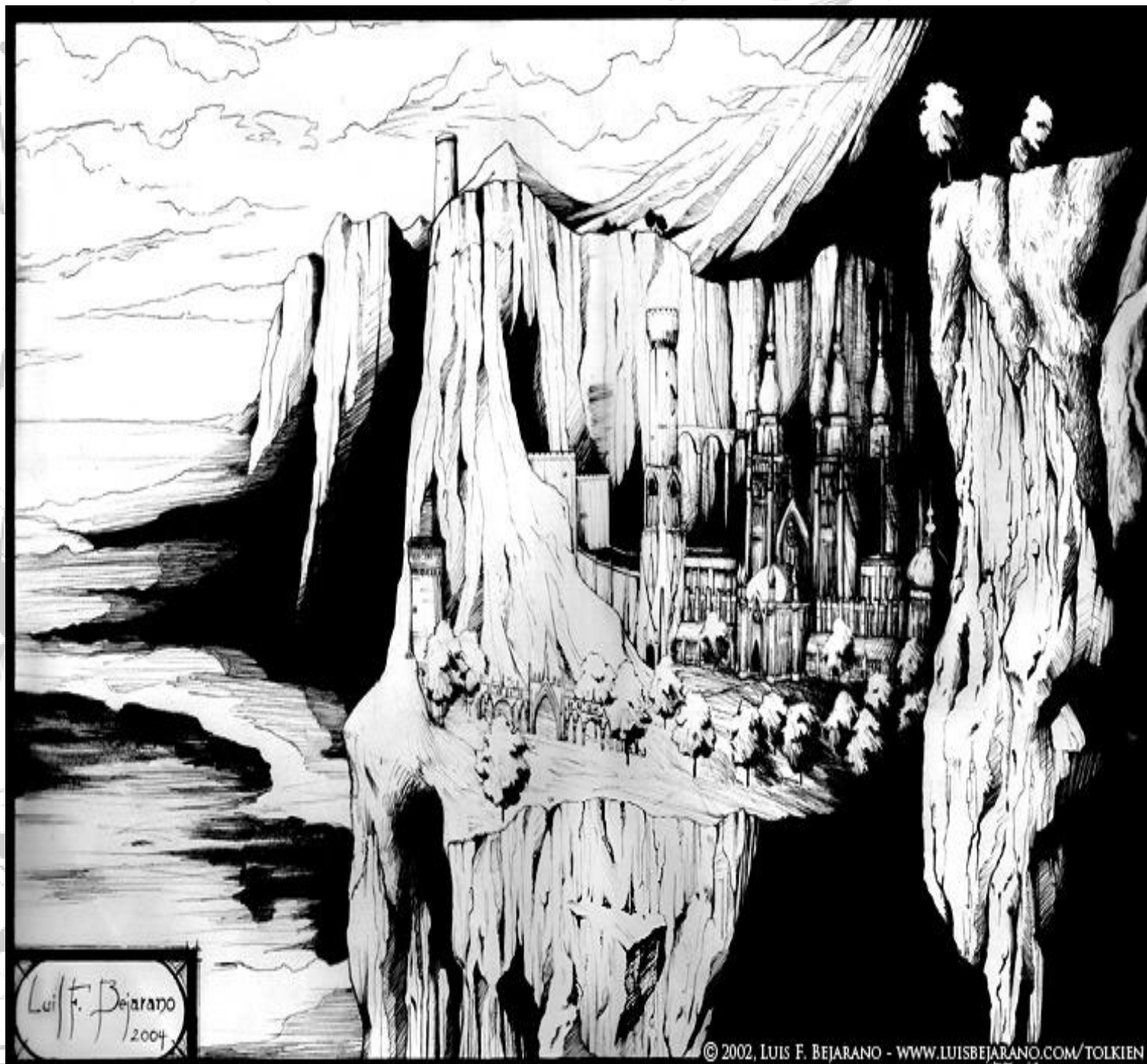
These daggers when wielded also provide a parry bonus of +2. They may also be used for their parry bonus when fighting single handed with a sword or spear.

## Bow of Doriath

*"To Legolas (Galadriel) gave a bow such as the Galadhrim used, longer and stouter...and strung with a string of elf-hair."*

The pull of the Nandor bows are strong but agile and long years of elvish skill have perfected these as instruments of war. When the training of the Bowman and this bow are paired they are matchless in their speed and skill.

You are always allowed to make one additional opening volley, even when no opening volleys are allowed (unless you are surprised). This may stack with Skilled Ambush.



# Nandor Elves



The Nandor Elves, sometimes referred to as Wood Elves, are the most unstructured of all Elves. The Nandor possess a very independent attitude reflected in their rural and reclusive nature. They are also the most adventurous of the Elves tending to travel more throughout Middle-earth. These are the most commonly encountered Elves outside of their realms which tend to be clustered tribes and small bands dwelling in wooden halls or great houses constructed in the tops of trees. They also make up a great deal of the populations of all the other realms as they will readily follow the leadership of a Sinda or Noldo Elf. Their religion is very informal and mostly a private personal affair with personal meditation and communal celebration with special attention to Varda or Elbereth the creator of the stars.

## DESCRIPTION

They are the smallest of all the elves and considered thin by the standards of men weighing in at 150 pounds for males and 125 for females. They are also much shorter than other elves being only on average 6' for males and 5'9" for females. Their colorings are ruddier than the

other Elves and have sandy hair with blue green eyes. The coloring of the Sylvan elves has a wide variety of deviations since there are many scattered kindred and bands across Middle-earth. Their clothes are usually those that would blend in with the woods of their homes and are unadorned and earthy.

## REALMS

The Nandor can be found in small pockets and holdings in the peaceful places of Middle-earth. By the Third Age however the Nandor elves make up the bulk of the populations of the realms of Lórien and The Woodland Realm of Mirkwood.

## STANDARD OF LIVING

The Nandor Elves spend their time living with other elves, often subordinate roles among other Elves. Their limited contact with the Vala has left no great legacy of lore or magic. The Nandor enjoy the simple natural beauty of Middle-earth. Much of their wealth is geared to the natural enjoyment of Middle-earth ranking their culture as Martial.

## NANDO-ELF ADVENTURERS

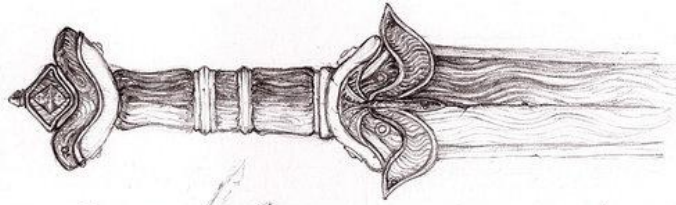
Of all the elves that still wander the lands of Middle-earth the Nandor are the most commonly encountered outside of their homes. The wanderlust of the elves in their youth is still manifest by the Nandor and as a result they are more willing to travel and concern themselves with the affairs of others.

Suggested Calling: Slayer, Wanderer.

The paths and trails of Middle-earth still delight the Nandor elves.

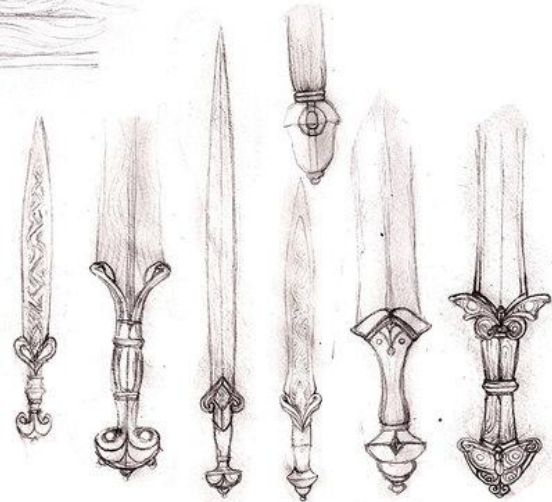
Unusual Calling: Treasure Hunter

Seldom have the Nandor been moved to the acquisition of treasure or items. Their delight is in the natural world.



VARIOUS ELVEN SWORDS  
SWORDS OF WESTERNESSE

FOREST ELVES:  
HELMETS



## CULTURAL BLESSING

### Folk of the Dusk

*"...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."*

While fond of the Sun, the Elves find themselves at greater ease under moonlight or starlight, or among the shadows of a forest; their senses are keener, their motions exceedingly sure and graceful.

When a Nandorin Elf is inside a forest or under the earth, or it is night, his Attribute bonuses are based on his favoured rating in all rolls involving the use of a Common skill.

## STARTING SKILL SCORES

### Common Skills

Copy the following skill ranks onto the character sheet and underline the favoured skill:

Awe 2	Inspire 0	Persuade 0
Athletics 3	Travel 1	Stealth 2
Awareness 2	Insight 0	Search 0
<u>Explore 1</u>	Healing 1	Hunting 1
Song 3	Courtesy 0	Riddle 0
Craft 0	Battle 1	Lore 2

## Weapon Skills

Choose one of the following two Weapon skill sets, and record it on the character sheet:

1) (Bows) 2, Sword 1, Dagger 1

2) (Spears) 2, Sword 1, Bow 1

## SPECIALITIES

Choose two Traits from:

Beast-lore, Elven-lore, Enemy Lore\*, Herb Lore, Story-telling, Smith-craft, Woodwright



## BACKGROUNDS

### 1 - New Hope

*"The world is indeed full of peril, and in it there are many dark places: but still there is much that is fair..."*

You have lived among the Raft-elves, often dealing with the Men of Lake-town on behalf of King Thranduil. At first, it was only your sire's command that made you leave your forest home, but now you have no regrets. The world beyond the King's realm is wide and, while full of hidden threats, is also populated by other valiant peoples, enemies of the same Shadow that your kin has fought for centuries. It could well be your mission to find worthy and trusted allies to join you in your fight...

Basic Attributes

Body 5, Heart 2, Wits 7

Favoured Skill

Travel

Distinctive Features (choose two Traits from those listed)

Clever, Determined, Merry, Patient, Quick of Hearing, Swift, Wary, Willful

### 2 - Memory of Suffering

*"Yet I do not believe that the world about us will ever again be as it was of old..."*

In the ages past the elves wandered over all of Middle-earth. The wars of the past and the fading of your people have confined them now into strongly guarded realms. While those of your kin have turned to merriment and the enjoyment of the fading days you have struck out beyond the marches and guardians to see what new threats the enemy prepares for your people.

Basic Attributes

Body 5, Heart 3, Wits 6

Favoured Skill

Stealth

Distinctive Features (choose two Traits from those listed)

Determined, Elusive, Hardened, Keen-eyed, Patient, Quick of Hearing, Suspicious, Wary



### 3 –Guardian of the Wood

*“We have been keeping watch on the rivers, ever since we saw a great troop of Orcs going north...”*

The incursions of the Orcs and other foul creatures of Morgoth have always been a threat to the Elves. The borders of the realm are kept safe only by the skill and craft of those who guard the borders. The realms of the Elves are closed to outsiders, some need only a stern warning, while others need a stronger motivator to leave.

Basic Attributes

Body 5, Heart 5, Wits 4

Favoured Skill

Stealth

Distinctive Features (choose two Traits from those listed)

Cautious, Determined, Fierce, Grim, Keen-eyed, Secretive, Suspicious, Wary

### 4 – Hunter of the Wood

*“there are some of us still who go abroad for the gathering of news and the watching of our enemies...”*

While your kin spend their times walking under the stars and others guard the borders of the realm you take a more active role in the defense of your people. For you the tales of great deeds and fell vengeance against the minions of the enemy are not consigned to the past. The Elves have not yet spent their whole strength and you roam further afield than your companions and take the fight to the shadow where you can find it and embolden those who accompany you.

Basic Attributes

Body 6, Heart 4, Wits 4

Favoured Skill

Inspire

Distinctive Features (choose two Traits from those listed)

Bold, Determined, Fierce, Hardy, Keen-eyed, Swift, Wary

### 5 - Wild at Heart

The beauty of Greenwood the Great seems lost forever in the shadows of Mirkwood, but you still find solace running alongside its wild beasts, as your kinsmen did for centuries. The wood sings to you as tree branches sway and leaves rustle; enchanting music you strive to decipher. Some find your ways to be simple and rustic, but they fail to see the wisdom of choosing to live your life fully in these waning years.

Basic Attributes

Body 4, Heart 3, Wits 7

Favoured Skill

Athletics

Distinctive Features (choose two Traits from those listed)

Cautious, Clever, Fair, Honourable, Keen-eyed, Merry, Nimble, Quick of Hearing



## 6 – Woodwise

*“He felt a delight in the wood and the touch of it, neither as forester nor as carpenter; it was delight of the living tree itself.”*

You have spent countless hours in the herbal gardens and studying the flora of your home. Your knowledge of such things is often consulted by others for everyday and special uses. While other Elves delight in gazing at the stars and looking at the trees your gaze is earth bound to the small and delicate things that grow underfoot.

Basic Attributes

Body 2, Heart 5, Wits 7

Favoured Skill

Lore

Distinctive Features (choose two Traits from those listed)

Clever, Cunning, Fair-spoken, Merciful, Patient, Proud, Quick of Hearing, Secretive



## CULTURAL VIRTUES

### Deadly Archery

*"...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."*

Most members of your kin possess a natural talent for hitting the mark when using their bows. You seem to possess that quality yourself, as your arrows find their target with uncanny precision. When you spend a point of Hope to invoke an Attribute bonus on a ranged attack roll using a bow, you receive an additional bonus equal to your basic Heart score.

### Elvish Dreams

*"...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."*

You have learnt to recover from your exertions while engaging in a repetitive task, like walking, or rowing in a boat. At the end of a day of activity, you recover a number of Endurance points equal to your Wisdom rank. If you then take a prolonged rest, you recover normally.

### Shadow Bane

The Elves were the first to charge. Their hatred for the Goblins is cold and bitter. Your folk have suffered grievous losses during many wars against the Shadow. Even the passing of centuries cannot quell the bitter hate that your kindred harbor for the Enemy.

When you are fighting in a Forward stance (page 158) against servants of the Shadow, your attack rolls gain a bonus equal to +3, or to your Valour rating (whichever is higher).

### Songs of Elenath

*"And all the magic and might he brought,  
Of Elvenesse into his words,  
Softly in the gloom they heard the birds"*

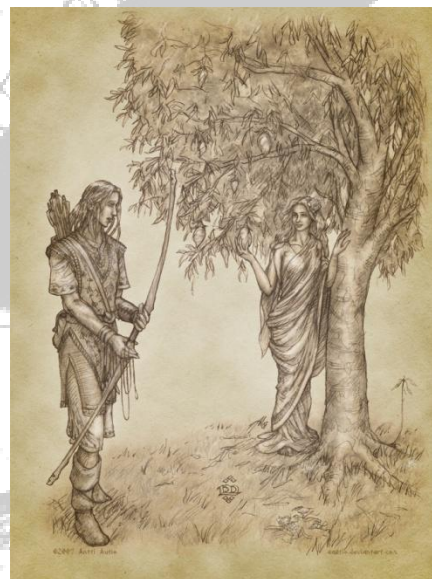
The great songs of the Elves from the days before the sun and moon are not forgotten to you. The power that is contained in them still has the ability to affect the spirit and body of those living today. Conjuring up the images of a pure world where the stars are undimmed and the Valar still walk among the peoples of Middle-earth.

The Nandor when making healing checks are able to use their Song skill instead of Healing to treat a wound. Additionally all allies after a battle may benefit from the healing song to be restored their Heart score in endurance once a day.

### Skilled Ambush

The strength of the Nandor has never been in open war and great battles. Instead the martial tradition of the wood elves is focused on surprise and deadly ambush to maximize the use of their bows.

During the Ranged attacked Phase of any combat the Nando Elf gains one extra ranged attack (this may stack with Woodland Bow). Additionally they gain a +2 to any Battle roll for combat advantages and Ambushing.



## CULTURAL REWARDS

The weapons of the Nandor are the weapons most suited to their role as forest fighters. The great armaments and shining swords and mail have little use in the daily struggle of the elves to guard their realms with stealth and secrecy.

### Leaf Spear

These spears were made with strong ash shafts and intricately wrought leaf shaped blades.

If you get a G rune on the Feat die when attacking with a Wood Spear, you get a +4 to your Injury rating.

### Dagger of the Galadhrim

*“I ask then for a sword of worth...for the Orcs come now too thick and close for a bow only...”*

The Wood Elves know that long blades are of little use in the woods where restricted room makes them difficult to use. Instead the archer guardians of the woodland realms have been equipped with smaller blades by their Sinda kinsmen that are equally skilled at attack and defense.

These daggers when wielded also provide a parry bonus of +2. They may also be used for their parry bonus when fighting single handed with a sword or spear.

### Bow of Doriath

*“To Legolas (Galadriel) gave a bow such as the Galadhrim used, longer and stouter...and strung with a string of elf-hair.”*

The pull of these elvish bows are strong but agile and long years of elvish skill have

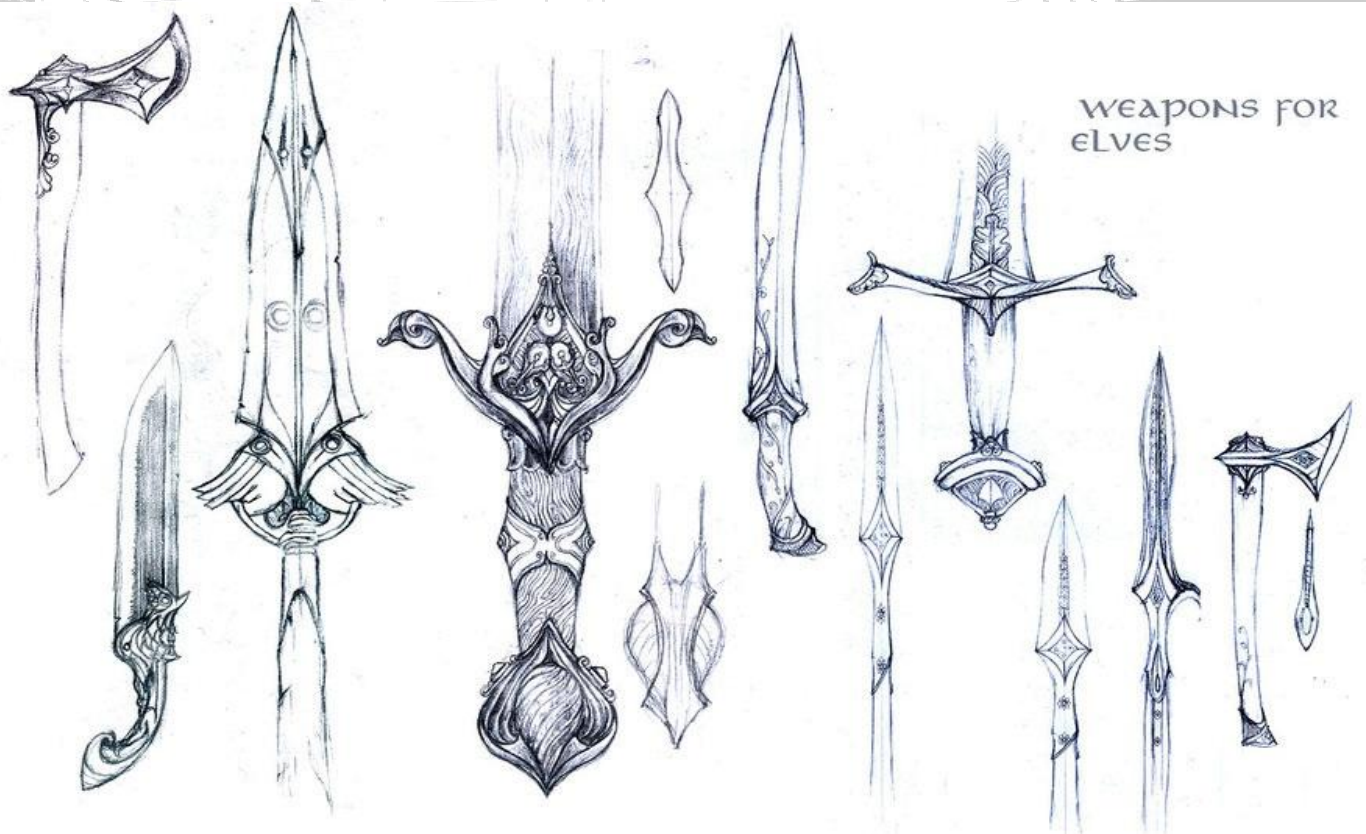
perfected these as instruments of war. When the training of the bowman and the bows of the Sindar are paired they are matchless in their speed and skill.

You are always allowed to make one additional opening volley, even when no opening volleys are allowed (unless you are surprised). This may stack with Skilled Ambush.



# Weapons of the Elves:

Weapons	Damage	Edge	Injury	Encumbrance	Group	Notes
Bow, Doriath	5	10	14	1	Bows	Allows one additional opening volley, even when no opening volleys are allowed (unless you are surprised). May stack with Skilled Ambush.
Dagger, Galadhrim	4	10	12	0	~	Parry bonus of +2. May be used when fighting single handed with a sword or spear for parry bonus.
Spear, Hithlum	5	9	14	2	Spears	Extraordinary success causes a Piercing wound. One adversary per turn that attempts a Great Leap may be intercepted by a successful attack roll with this spear.
Spear, Leaf	5	9	14	2	Spears	If you get a G rune on the Feat die when attacking with a Wood Spear, you get a +4 to your Injury rating.
Sword, Gondolin	6(1H) 8 (2H)	9	18 (1H) 20 (2H)	2	Swords	Glow with a pale blue light near Orcs and Trolls. A great or extraordinary success automatically inflict a Piercing blow on these creatures.



# Armor of the Elves

Armor	Encumbrance	Protection	Type	Notes
Mail hauberk of Beleriand	16	5d	Mail Armour	Bonus modifier of +1 for each skill point they have in Awe to any Awe, Inspire, and Persuade rolls while wearing the armor. Reroll Feat die and keep highest.

