

THE ONE RING™



RIVENDELL



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RIVENDELL

"The Elves may fear the Dark Lord, and they may fly before him, but never again will they listen to him or serve him. And here in Rivendell there live still some of his chief foes: the Elven-wise, lords of the Eldar from beyond the furthest seas."

The valley known as Imladris — Elvish for 'deep valley of the cleft' — is a secret kingdom of the Elves that has endured for thousands of years. For those who find their way to it, Rivendell promises peace and recovery, plus lore and advice. Its master, Elrond Halfelven, is a great healer and lore-master and a stalwart foe of the Enemy.

Rivendell was founded in the Second Age, when Elrond led here the High Elves of Eregion, fleeing from the destruction of their land. For many long years the Elves lived in peace, but when it came time for the Last Alliance, it was at Imladris that their hosts mustered before going south to Mordor.

In the early days of the Third Age, Rivendell was an ally of the realm of Arnor, and then supported its successor kingdoms of Arthedain, Cardolan, and Rhudaur. Arthedain was the last to fall to the might of the Witch-king of Angmar — when this happened, Elrond bid the Chieftains of the Dúnedain to dwell in his house. Today, Rivendell is where the heirlooms of the House of Isildur are kept, waiting for a king to return.

In the twilight years of the Third Age, some five thousand years after its founding, Rivendell is still a refuge for travellers of good intent. All those who are looking for counsel or protection come looking for the house of Elrond Halfelven — but the path leading there is not for everyone to find.

This guide provides information on the valley of Imladris, the Last Homely House itself and its many halls, rooms, pathways, gardens, terraces, and more, and the residents of Rivendell as well. It contains details about Elrond, his children, as well as some of his advisors and visitors. Rules for creating High Elf characters are included.

THE HIDDEN VALLEY

Travellers approaching the Misty Mountains from the lands of Eriador may find themselves marching across a high moor. This vast slope leading up to the heights is only broken by sudden and steep valleys carved by running water, with trees growing along their slopes. Avoiding these deep gullies and ravines sends travellers leagues out of their way, if they don't know the proper route. Those that do know seek a path marked

by small white stones, running to the edge of a sheer drop. Far below lies the valley of Rivendell, reached by a path that switches back and forth as it descends towards the river at the bottom. At the top of the slope the air is filled with the scent of pine-trees, and it grows warmer as you climb down. The trees soon change to beech and oak, and the path ends in an open glade not far above the banks of the river Bruinen. The path is steep, and wanderers travelling with ponies should lead their animals on foot.

If the weather is good, the Elves of the valley are likely to be out, singing amongst the trees. They will stay out almost all night, especially if the sky is clear and the stars can be seen. Visitors might think their songs are silly, since they are full of wonder and merriment, but those that know them well might realise that many of these Elves have suffered terrible tragedies over the course of their long lives, and now sing of simple delights to keep the darkness away.

Those who wish to see Elrond are sent towards the bridge leading to the Last Homely House, while those who desire to join in the singing are invited to stay. Elven songs are not something to miss, especially on warm Summer nights. And if one can get advice from the Elves, that is even better — they sometimes seem to know everything about a person, even if they've never met them before. It is said that they know what is going on in all the lands, as quickly as the waters flow, or even quicker.

THE LAST HOMELY HOUSE

The house of Elrond is a large mansion, comprising many halls, open porches supported by pillars, passageways, and rooms dedicated to diverse purposes, not the least of which is lodging guests comfortably. There are libraries, solars for sitting and thinking, walkways and gardens, council chambers for meetings, bannock bakeries and kitchens, and a great many other rooms besides. Bells ring in the house at different hours of the day, signaling when meals are ready, the arrival of someone unexpected, or that the master of the house is ready to meet his guests.

RIVENDELL OVERVIEW



- | | |
|-----------------------|---------------------|
| 1. Elrond's House | 8. Training Grounds |
| 2. Stables | 9. Armoury |
| 3. Sanctuary | 10. Outbuilding |
| 4. Smithy | 11. Erebor's House |
| 5. Residence | 12. Bathhouse |
| 6. Infirmary | 13. Bridge |
| 7. Glorfindel's House | |

SAFE BORDERS

Travellers on the East Road towards the Misty Mountains eventually must pass the Ford of Bruinen. The river Loudwater (as the Bruinen is known in the Common tongue) runs out of the valley of Rivendell, though many travellers cross it without any knowledge that an ancient Elven kingdom lies so close at hand. Elrond has command over the waters of the Bruinen, and can cause it to flood if he has need to bar the Ford.

The enchantment of Rivendell and its master also turns aside unwanted visitors, making it nearly impossible for the Enemy's servants or casual wanderers to discover the valley itself, much less the single safe path into it — Those wishing to reach Rivendell without

Elrond's leave, or without a proper guide, will find it extraordinarily difficult to locate the valley. To the eyes of the average traveller, the terrain seems devoid of any recognisable landmarks, and even experienced travellers can become confused or lost.

As the company gets near to the valley, the Scout must make a **SCAN** roll to find the white stone path. If the Scout is an Elf, the roll *gains* (1d). If they have never been to Rivendell before, the roll *loses* (1d) instead. The Scout can make two rolls each day, and each set of failures represents a day spent searching among the gullies and ravines, or carefully edging around dangerous terrain.

The path leading to the house arrives at a narrow stone bridge, just wide enough for a pony or horse to walk on, if its rider leads it by the bridle (Elven horses have no need of a guide and cross without concern). At night, the bridge is lit by bright lanterns, allowing travellers to see the fast and noisy river rushing below them as they cross.

If the travellers are expected, a guide will be waiting for them at the glade or the bridge. Usually, this is some younger member of Elrond's household.

THE ENTRANCE HALL

On pleasant summer nights (or when visitors are expected, or both circumstances are true) the doors to the entrance hall are flung wide open. The floor is paved with flagstones quarried from the Misty Mountains to the east, and lanterns hang from carven beams that support the vaulted ceiling. Many tapestries hang between the lanterns — banners, flags, and pennants. Imladris has been host to many warriors and has seen many desperate battles and fruitless victories. Long ago, Elrond himself was the herald of Gil-galad, King of the Noldor, and marched with his host to the land of Mordor to overthrow Sauron.

In the centre of the hall, one lantern is given a place of honour, and hangs low from the ceiling. Dwarfen visitors will recognise it as a gift from the smiths of Khazad-dûm to Celebrimbor of Hollin, given long ago. Its reddish light makes the chamber seem like it is deep under the earth, and it always seems cool in this room, no matter how high the sun is in the sky.

Corridors lead left and right — towards the Hall of Fire and the Great Hall, respectively, as former guests will recall — while flights of stairs on either side lead to the upper storeys and vaults below.

THE GREAT HALL

This is the main hall of Elrond's house, where formal meals are taken and high feast days celebrated. It is a tall room, three times longer than its width, and is found on the right side of the entrance hall. Guests enter it from the corridor through a screened passage into the hall itself. Above the passage is a balcony alcove, where the Elven minstrels of the house play their music.

The high table stands on a dais at the opposite side of the hall. Tables to accommodate all the folk of Rivendell and guests are placed perpendicular to it, on either side of a great open hearth in the centre of the hall. Tall windows line the southern side of the hall, admitting as much light as possible during the winter. A passageway leads to the terraces outside, while other doors allow access to the kitchens and pantry.

It is tradition for Elrond to sit in a great chair at the end of the long table, with the most distinguished of his guests or household to his left and right. However, the true place of

MAKING MUSIC IN RIVENDELL

The Hall of Fire is the perfect place for composing music and discovering the right words for a song.

Player-heroes singing a song composed in Rivendell *gain* (1d) when performing it (see the rules for *Singing songs* on page 123 of the core rules).

honour is in the middle of the high table, where Elrond's wife, Celebrían, daughter of Galadriel, once sat, before she departed for the Undying Lands. Now, the canopied chair is reserved for Arwen, Elrond's daughter, when she is in Rivendell.

A great tapestry hangs on the wall over the long table. It shows a white ship riding the waves of the Great Sea, heading towards the setting sun. Sometimes it seems as if a breeze ruffles the tapestry, sending the waves into motion.

THE HALL OF FIRE

The Hall of Fire usually stands empty and quiet, except for high days and special celebrations. There are no tables here, but chairs which both guests and residents can use. Special seats are reserved for Elrond and his family. A bright fire burns in a great hearth, beneath carven pillars on either side. The fire is kept burning all the year round, but there is little other light.

Most days there are only a few people here, those seeking silence and a place for thought, or perhaps dozing in comfort. However, when it is occupied, the Elves fill the hall, to listen silently to others as they sing or play their instruments. It is a testament to the hall and the Elven grace of the minstrels that mortals often find themselves carried away by the performances, drifting as if on a sea of music and voice, and visions of distant lands and ancient days form in their minds.

THE EAST PORCH

The porch on the east side of the house is Elrond's location of choice for important meetings. If possible, he calls for such councils to be held in the early morning, so that anyone who is invited may watch the sun rise over the mountains, and listen to the flow of the river and the trilling of birdsong. In short, Elrond wishes everyone to be reminded of the beauty of Middle-earth and the value of its preservation. It is customary for such meetings to be concluded in time for a noon luncheon, for, while it is said that Elves may thrive on speech alone, it is not so for other folk.

The porch itself is adjacent to the high garden, with the banks of the mountain stream below. Several pathways start

from here, leading down the course of the Bruinen or further away north, towards the pine-woods at the top of the valley.

THE UPPER FLOORS

Stairs from the entrance hall lead to the upper floors. Guest rooms of various types and sizes can be found here, as well as the private quarters of Elrond, his family members, and those of his household who desire to live in the house itself (several individuals have chosen other buildings as their private residences). Most rooms have flat ceilings crossed by dark wooden beams. There are usually one or more windows, a comfortable bed, a mirror, and other bedroom furniture.

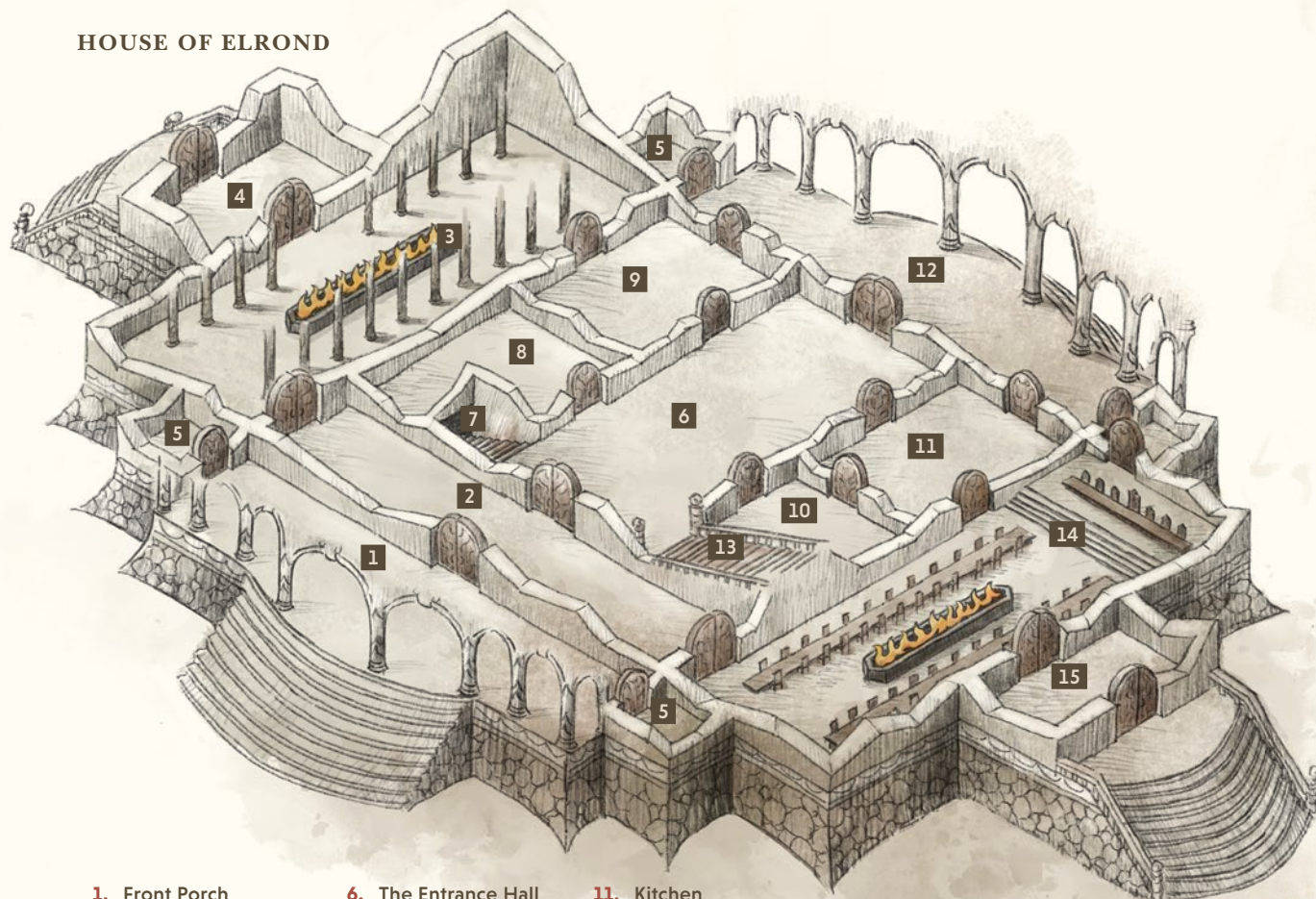
There is also a solar, situated above the great hall and looking south as well. This is a room for leisure, to sit and read, write, or just to think. There is a marble table next to the largest windows, chequered in dark and light colours. Wooden chess pieces stand at the ready on the window sill. Rumours

say that the game set was a gift to Elrond from Elendil of Númenor, and that the King of the Men of the West often found a worthy opponent in Gil-galad, High King of the Elves.

THE LIBRARY OF ELROND

There is much lore in Imladris, and quite a bit of that has been recorded by Elrond himself. In the ground floor library are many maps and books that are available for perusal. Many concern the doings of the Elves in the Elder Days, and several are written in scripts and languages that have been forgotten by most scholars, in these days of twilight. Indeed, very little is recorded using the Common tongue, and it seems that Elrond's lore is still waiting for someone to unlock it for the average folk. It will be a long labour, something that probably couldn't be completed in a single lifetime — but there are many tales worth the telling, gathered in these books and maps.

HOUSE OF ELROND



- | | | |
|---------------------|----------------------|-------------------------|
| 1. Front Porch | 6. The Entrance Hall | 11. Kitchen |
| 2. Corridor | 7. To the Vaults | 12. East Porch |
| 3. The Hall of Fire | 8. Butler | 13. To the Upper Floors |
| 4. North Vestibule | 9. Armoury | 14. The Great Hall |
| 5. Storage | 10. Pantry | 15. South Vestibule |

Elrond also keeps a personal library, on one of the upper floors. Only the most trusted among his advisors can enter this room. Not only does he possess irreplaceable manuscripts penned by Celebrimbor and others, he also has a small collection of dangerous knowledge — treatises written by the wise and erudite Wizard Saruman about the nature and power of the Shadow, passages of the Black Speech recorded from captured enemies, and the mad rantings of those who had learned too much of the Enemy's ways.

THE VAULTS

Beneath the great manor house are cellars, pantries, and other underground chambers. Directly accessible from the kitchens and upstairs larders are the vast stores of foodstuffs, wine, liquor, cisterns of water, and other supplies. Elrond remembers well that Imladris has seen siege before, and wishes to be well prepared if the Enemy returns.

In other, deeper and more hidden chambers, are the storerooms for the many worthy items recovered from the destruction of Eregion and other efforts over the long years. These chambers are sealed, or at least locked, and a careful inventory is kept. Despite these protections, there is little here that could aid in the open defiance of the Shadow. Rivendell has always been a place of healing and lore, and there are very few pieces of wargear kept here.

OTHER BUILDINGS IN THE VALLEY

The house of Elrond is surrounded by many buildings that once served a greater population. There are bath-houses, granaries, mills, stables, smithies, and an armoury. Groomed paths wind their way between the buildings and gardens. Near to the river there are terraces with stone seats for people to rest on, or watch the day go by. A training ground is nearby, where the protectors of the valley exercise their martial skills and where, from time immemorial, the Dúnedain youth have been instructed in the ways of battle.

Stretched along the valley itself are orchards, vineyards, and fields that provide for its folk. There are others, further to the north and south, that now lie fallow. Close to them are other buildings, stone ruins that once were great halls but have fallen into ruin over the thousands of years since they have seen use. There are other smaller buildings too, some occupied by those Elves for whom Rivendell is but a temporary resting place on their journey to the Great Sea.

THE FOLK OF RIVENDELL

Long ago, Rivendell was home to the many survivors of Eregion, but their number has dwindled over the millennia that have passed since its foundation. One of the greatest hosts

of Elves and Men seen in these lands was quartered here too, but only a few returned, as many died in the long war against Mordor, and others among the Fair Folk left Middle-earth because of their great sorrow.

Still, Rivendell is home to several individuals, stalwart enemies of the Shadow, and offers refuge to many others.

Elrond Halfelven

He was as noble and as fair in face as an elf-lord, as strong as a warrior, as wise as a wizard, as venerable as a king of dwarves, and as kind as summer.

The Master of Rivendell has dwelt in Middle-earth for thousands of years. He is called the 'Halfelven', for he can claim descent from some of the greatest among both Elves and Men. He was given the choice to either follow the path of the Firstborn or the fate of Men. Elrond chose to be of Elvenkind. Counted among the most powerful Elf-lords still in Middle-earth, he is one of Sauron's chief foes, and has the gift of foresight.

In the early years of the Third Age, Elrond wedded Celebrían, daughter of Galadriel and Celeborn of Lóthlórien. From their marriage were born the twins Elladan and Elrohir, and then their daughter Arwen. Alas, their union suffered an ill-fate — when Celebrían was returning from a journey to visit her parents across the Misty Mountains, she was captured by Orcs and given a poisoned wound. Rescued by her sons, she never fully recovered from the torments she suffered, despite Elrond's great skill as a healer, and she soon departed for the Undying Lands. Elrond did not accompany her. Instead, he strengthened his resolve and doubled his efforts to guide the folk of Middle-earth in defiance of the Enemy.

Elrond is the bearer of Vilya, the Ring of Air, one of the three Rings forged in Eregion by Celebrimbor. He received it from Gil-galad, the High King, and kept it secret and unused for centuries, for the Rings of Power risked being mastered by the Ruling Ring of Sauron. When the One Ring disappeared from all knowledge, Elrond started to use Vilya to preserve the sanctuary of Rivendell and the ancient wisdom contained therein.

NAME: Elrond Halfelven

OCCUPATION: Healer, Lore-master

DISTINCTIVE FEATURES: Fair-spoken, Lordly, Subtle



ENCOUNTERING ELROND

Like most members of the Fair Folk, Elrond seems neither young nor old, combining the strength of a young warrior and the wisdom of a venerable king. His true age can be guessed by looking into his eyes — in them one can see a light like that of remote and ancient stars. His hair is dark, and his face carries no trace of a beard.

The Lord of Rivendell seldom leaves the valley, but he sends many scouts about the land. As a consequence, he is always well-informed, and may know much about the identity of those who come to see him and the reasons why they came. Elrond holds most of his councils on the eastern porch of his house, as long as the weather is good.

ELROND AS A PATRON

Since the turn of the age, Elrond has been preparing for the final war with the Dark Lord. He was there when Isildur failed to destroy the One Ring, and he has been fearing the

return of Sauron ever since. He is always seeking allies for the coming conflict, and will provide support to all who come to him for help in fighting the Shadow.

Elrond is a generous listener and is willing to deal with all folks. He takes into consideration all requests for advice or help, as long as they come from individuals who have proved trustworthy to him or his household. He rarely provides direct aid, as he treasures the safety and secrecy of his land above all.

Arwen Undómiel

Arwen turned towards him, and the light of her eyes fell on him from afar and pierced his heart.

Though Arwen is the daughter of Elrond and Celebrian, the Elves of Rivendell say that in her beauty is the likeness of Lúthien come again, and that is why she is called Undómiel, the Evenstar, signifying that the days of the Elves are coming to an end. While born in Rivendell, she often visits her mother's folk in Lorien.

NAME: Arwen Undómiel

OCCUPATION: Healer, Weaver

DISTINCTIVE FEATURES: Fair, Generous, Lordly

ELVEN BEAUTY

The first time a mortal Player-hero sees Arwen, they recover 1 point of Hope as her presence and grace encourages them. An Elven character can additionally convert a Shadow Scar into a point of Shadow — not all sorrow is evil.

PATRON	FAVOURED CALLINGS	FELLOWSHIP POINTS	ADDITIONAL ADVANTAGE	AGENDA
Elrond Halfelven	Scholar, Warden	+1	<i>Greatest of Lore-masters.</i> By choosing the <i>Meet Patron</i> Undertaking to visit Elrond, you additionally apply a modifier of +1 to all Feat die rolls made to determine journey events, and you learn all there is to be discovered about the qualities of all Marvellous Artefacts and Wondrous Items in the Company's possession.	Protect the land, preserve the legacy of the ages

Elladan and Elrohir

"And Elves, sir! Elves here, and Elves there! Some like kings, terrible and splendid; and some as merry as children."

The twin sons of Elrond are counted among the most valiant lords of Rivendell. They closely resemble their father, and are alike in almost every way, such that few can tell them apart. They share a hatred of the Enemy that has been honed sharp by the fate that befell their mother. They often serve as messengers and know well the lands on both sides of the Misty Mountains. When not on a mission for their father, they often venture out on errantry, hunting down any adversaries that dare come close to Rivendell.

NAME: Elladan and Elrohir

OCCUPATION: Scouts, Warriors

DISTINCTIVE FEATURES: Keen-eyed, Swift, Tall

Erestor

Beside Glorfindel there were several other counsellors of Elrond's household, of whom Erestor was the chief...

Erestor is accounted as Elrond's closest friend and wisest counsellor. He has been at his master's side for several millennia, and was with him when they first found the valley of Imladris.

Erestor is a skilled scribe and illustrator of manuscripts, but his most accomplished talent is the brewing of *miruvor*, the cordial of Imladris, a process known only to him.

NAME: Erestor

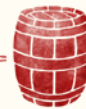
OCCUPATION: Counsellor, Scribe

DISTINCTIVE FEATURES: Cunning, Faithful, Secretive

MIRUVOR

Erestor has many formulations of Miruvor, but here are two that Elrond may gift a company heading into danger:

- ◆ **TRAVELLING CORDIAL.** Player-heroes drinking the cordial *gain* (1d) on a Skill roll made to resolve a journey event.
- ◆ **MEDICINAL TONIC.** Injured Player-heroes drinking the tonic halve the number of days required for a Wound to heal, rounding up.



Glorfindel

"...his hair was of shining gold, his face fair and young and fearless and full of joy; his eyes were bright and keen, and his voice like music..."

Glorfindel is a prince of the Elves, returned out of the West to serve as the defender of Imladris, Elrond's chosen lieutenant and herald. He has served Rivendell for uncounted years, leading the forces of Imladris in battle against Angmar and other enemies, standing against even the Witch-king. He is one of the mightiest of the Firstborn, both Elven-wise and powerful enough to ride openly against the most terrible of Sauron's servants.

When he must leave the valley, he rides the Elven steed Asfaloth. If Asfaloth is ordered to bear another rider he will do so at great speed but with no danger to his charge.

NAME: Glorfindel

OCCUPATION: Herald, Errant Hero

DISTINCTIVE FEATURES: Fair, Fair-spoken, Lordly



high ELVES OF RIVENDELL

“Indeed there is a power in Rivendell to withstand the might of Mordor, for a while”

Imladris has long served as a secret refuge for the High Elves, and the time is coming for them to challenge the Enemy once more. They are not afraid, but they are sorrowful, for they are few in number and have seen much tragedy over the long years. But they will not forsake Middle-earth, and will stand against the returning darkness.

Though there are ancient Elf-lords living at Rivendell, their strength is often greater in wisdom and lore than in warfare. And others, like Glorfindel, cannot forsake their duty as protectors of Imladris. But there are other Elves that will follow the example of Elladan and Elrohir, and venture forth in search of adventure. Some are so young that they haven't witnessed the ruin and destruction brought by the Shadow in their lifetime. Elrond fears that this lack of experience might lead them to recklessness, and to fall to an untimely death, fighting against the Enemy.

CHARACTERISTICS

All High Elves are tall and lithe, and yet are endowed with great strength and endurance. Their appearance varies, and in Rivendell can be found Elves with tresses as dark as night, or with golden locks or long, silver hair. They have one thing in common with all Elves — they seem ageless, looking neither old nor young.

CULTURAL BLESSING — ELVEN-WISE

The High Elves have fought against the Dark Lord for years uncounted and will continue to oppose the Enemy without rest or respite.

Add 1 point to one Attribute of your choice. Additionally, if you are not Miserable, you can spend 1 point of Hope to achieve a Magical success on a skill roll.

“And here in Rivendell there live still some of his chief foes: the Elven-wise, lords of the Eldar from beyond the furthest seas.”

BESET BY WOE

The High Elves never really forget the mark that the Shadow leaves on their spirit.

You can remove accumulated Shadow points exclusively during a Yule Fellowship Phase (see Spiritual Recovery in the core rules).

STANDARD OF LIVING — PROSPEROUS

The vaults of Rivendell are filled with all manner of relics and treasures of the olden days. Although dwindling in number, the High Elves of Imladris have little need of anything from beyond their borders.

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 + 22
Hope	HEART + 6
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	0	PERSUADE	0
ATHLETICS	2	TRAVEL	1	STEALTH	0
<u>AWARENESS</u>	2	INSIGHT	0	SCAN	0
HUNTING	0	<u>HEALING</u>	2	EXPLORE	0
SONG	2	COURTESY	1	RIDDLE	0
CRAFT	2	BATTLE	2	LORE	3

COMBAT PROFICIENCIES

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

Spears OR Swords	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Fair, Keen-eyed, Lordly, Inquisitive, Merry, Proud, Subtle, Wilful.

LANGUAGES AND TYPICAL NAMES

The High Elves of Rivendell speak Sindarin in all daily matters, and the Ancient Tongue, Quenya, for ceremony, in song and in high matters of lore.

HIGH-ELVEN NAMES

The complexity of the naming conventions of the High Elves is beyond the scope of this document, but here are some examples to inspire you:

MALE NAMES

Aegnor, Beleg, Celegorm, Daeron, Edrahil, Fingon, Finrod, Gwindor, Mablung, Maeglin, Orodreth, Saeros.

FEMALE NAMES

Amarië, Ancalimë, Berúthiel, Celebrindal, Elwing, Finduilas, Fíriel, Idril, Lothíriel, Míriel, Nimloth, Nimrodel.

VIRTUES OF THE HIGH ELVES

High Elves of Rivendell can choose their Virtues among those of the Elves of Lindon, adding the following to the list:

ARTIFICER OF EREGION

You have studied the ancient craft of the greatest craftsmen of your kin, the Elven-smiths of Eregion.

- ◆ Next Yule, you may either add a single Enchanted Reward of Elven craftsmanship to a weapon of your choice, or create a Marvelous Artefact (your choice).
- ◆ In addition, during any Fellowship Phase you can make a **CRAFT** or **LORE** roll. If you succeed, you learn all there is to be discovered about the qualities of a single Marvellous Artefact or Wondrous Item in the Company's possession (as if you chose the Study Magical Items undertaking, except that you may study a single item).

Many eyes were turned to Elrond in fear and wonder as he told of the Elven-smiths of Eregion and their friendship with Moria, and their eagerness for knowledge.

BEAUTY OF THE STARS

Your poise and grace is unearthly and can have a surprising power over individuals not belonging to the Fair Folk.

- ◆ Raise your maximum Hope score by 1 point.

- ◆ If you are the spokesperson during a council, you raise its time limit by 1, OR you can choose to make all Mortals that were present during a council retain only a vague memory of what was said or agreed. This counts as a lesser magical effect for the purposes of increasing Eye Awareness (see the core rules).

Pippin afterwards recalled little of either food or drink for his mind was so filled with the light upon the Elf-faces.

MIGHT OF THE FIRSTBORN

High Elves have the power within them to deny the servants of the Enemy.

- ◆ When an adversary spends a point of Hate or Resolve to activate a Fell Ability, you can spend a point of Hope to cancel its effects.

... on his brow sat wisdom, and in his hand was strength.

SKILL OF THE ELДАР

When a High Elf is at the height of their skill even ordinary tasks may seem magical in the eyes of mortals.

- ◆ When you roll a **V** on the Feat die, your result counts as a Magical success without needing to spend Hope.

"... we put the thought of all that we love into all that we make."





