

Package ‘randelves’

July 30, 2026

Title Random Elven Names

Version 0.1.0

Description Generate random elven names, that are unique and politically correct. This can be used to anonymize data, for example. This is based on the algorithm proposed on <https://web.archive.org/web/20210412140219/https://www.angelfire.com/rpg2/vortexshadow/names.html>.

License MIT + file LICENSE

URL <https://github.com/ulysg/randelves>

BugReports <https://github.com/ulysg/randelves/issues>

Imports cli, dplyr, glue

Suggests testthat (>= 3.0.0)

Config/testthat/edition 3

Encoding UTF-8

RoxygenNote 8.0.0

NeedsCompilation no

Author Ulysse Geinoz [aut, cre, cph]

Maintainer Ulysse Geinoz <compte@ulys.ch>

Repository CRAN

Date/Publication 2026-07-30 19:30:08 UTC

Contents

random_elves	2
Index	3

random_elves	<i>Return a list of unique random elven names</i>
--------------	---

Description

Return a list of unique random elven names

Usage

```
random_elves(number, short = FALSE)
```

Arguments

number	the number of names to generate, should be less than 20'000
short	whether the names should be short or of a random length

Value

a vector of elven names

Examples

```
random_elves(1, FALSE)
random_elves(5000, TRUE)
```

Index

random_elves, [2](#)