

RIVENDELL

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THE HOUSE OF ELROND™

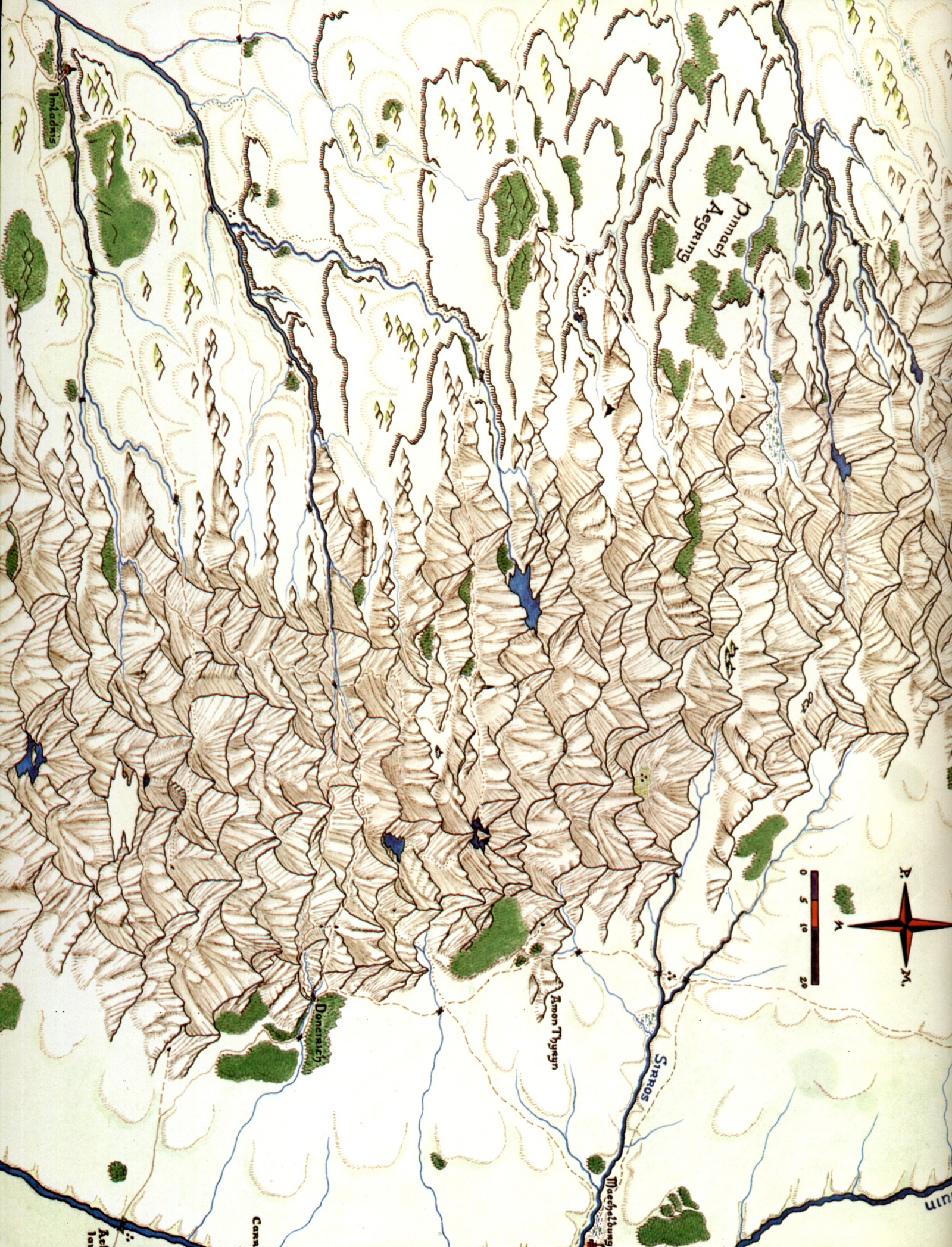
A Fantasy Role Playing adventure module from
J.R.R. TOLKIEN'S MIDDLE-EARTH

Playable with

&
Rolemaster



Based on THE HOBBIT™ and THE LORD OF THE RINGS™, this adventure supplement details the hidden vale of Imladris, where the remnant of the greatest Elven realm of Middle-earth resides. Experience the wonders of Elrond's House, haven for the Eldar and the last Kings of Arnor. Here are headquartered the Rangers, and here are protected the heirlooms of Arnor. Rivendell is also the meeting place of the White Council, that body of the wise that seeks to combat Sauron, the Dark Lord.





RIVENDELL



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Thanks to: Christopher Wren, Thomas Jefferson, Nicole Williamson, Smetana; Tommy Judd and Guy Bennet.



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First U.S. Edition May, 1987

Stock # 8080

ISBN 0-915795-87-6

1.0 GUIDELINES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. Players help to create a new land and weave strange new tales.

This series is designed as a tool for gamemasters who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The adventure modules are complete and ready-to-run studies of very specific areas, and are intended to be used with a minimum of additional work. Each has statistical information based on the *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

Professor Tolkien's Legacy

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to provide the reader the thrust of the creative legacy and the character of the given area.

Remember that the ultimate source of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from *The Hobbit* and *The Lord of the Rings*, although they have been developed so that no conflict exists with any of the other sources.

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 DEFINITIONS

A few crucial concepts are detailed below. The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* can be found in the text proper.

Avari: (Q. "Refusers") Those Elves who would not undertake the Great Journey. See Section 4.

Bruinen: (S. "Loudwater") A river running through Eriador; the northern fork marking the northern border of Eregion. At Tharbad it joins the Mitheithel to form the Gwathlo.

Cirith Caradhras: (S. "Redhorn Pass"; alt. "Redhorn Gate"; Kh. "Lagil Barazinbar") The high pass crossing the Misty Mountains Between Caradhras and Celebdil. It connects Eregion to Lórien. On the east side the road drops by way of a Dwarf-stair which runs alongside the falls feeding the Kheled-zâram.

Dúnedain: (S. "Edain of the West"; sing. *Dúnadan*). These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Valar's Undying Lands. As a result, Eru (the One) destroyed their home island in S.A. 3319. Those called the "Faithful" opposed the policies and jealous Elf-hatred that prompted this "Downfall." The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they found the "Realms in Exile," the kingdoms of Arnor and Gondor. Although sparsely populated, Arthedain (in Arnor) contains the highest proportion of the Faithful and the most purely Dúnadan culture in all of Endor. Many "unfaithful" (or "Black Númenórean") groups survive as well, living in colonies and independent states such as Umbar.

The term Dúnedain refers to the Númenóreans and their descendants in Middle-earth, groups which possess considerable physical and mental strength, longevity, and a rich Elven-influenced culture. *Adûnaic* is their native language.

Eldar: (Q. "Elves"; "People of the Stars") The Calaquendi (Q. "High Elves"), who made the Great Journey to the Undying Lands. See Section 4.

Eregion: (W. "Hollin") The highland region of Eriador between the rivers Glanduin and Bruinen is composed mostly of foothills on the western flank of the Misty Mountains. Eastern Eregion runs up to the mountain's edge, while the western reaches are rolling hills separated by streams and bogs. A long east-west mountain spine, the Hollin Ridge, runs through the center of the area. Eregion has been essentially depopulated since S.A. 1697 and is now known for its numerous holly trees. It also contains the West-gate of Moria, which faces the river Sirannon, the chief tributary of Glanduin.

Eriador: All of the territory north of the river Isen and between the Blue Mountains (S. "Ered Luin") and the Misty Mountains (S. "Hithaeglin"). Its northern boundary lies along the highland ridge that runs northwestward from *Carn Dûm* and reaches to the Ice Bay of Forochel. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "Gwathlo") and Swanfleet (S. "Glanduin"). Most hold it to be that area north of Gondor's traditional western border. Eriador loosely translates as the "empty Lands" and includes the regions of *Minhiriath*, *Eregion*, *Cardolan*, *Rhudaûr*, *Arthedain*, and, by some, *Dunland* and *Énedwaith*.

Gwaith-i-Mirdain: (S. "Brotherhood of the Jewelsmiths") A Guild, school, and workshop established by Celebrimbor in Hollin. This order achieved greater feats of workmanship than any other individual or group in Middle-earth save Fëanor — and perhaps Annatar.

Hollin: See "Eregion".

Lórien: (S. "— Dream") Also known at various times as *Lothlorien* (S. "Dreamflower"), *Laurelindórenan* (S. "Land of the Valley of Singing Gold"), *Lorinand*, *Lindórinand* (N. "Land of the Singers"), and *Dwimordene* (R. "Haunted Valley") The Golden Wood was formally established by Galadriel in T.A. 1375, although a number of Nandor Elves preceded her there.

Moriquendi: (Q. "Dark Elves") Those Elves who did not complete the Great Journey. See Section 4.

Nandor: (S? "Those Who Turn Back"; sing. "Nando") The Elves who would not continue the Great Journey over the Misty Mountains. See Section 4.

Noldor: (Q. "The Wise"; alt. "The Deep Elves"; sing. "Noldo") The Second Kindred of the Eldar. See Section 4.

Ost-in-Edhil: (S. "Fortress of the Eldar") Capital city and citadel of Eregion. It was inhabited until S.A. 1697, when it was overrun and sacked by Sauron's armies.

Silvan: All of the Elves who are not Eldar. See Section 4.

Sindar: (S. "Grey Elves"; alt. "Elves of Twilight"; sing. "Sinda") The Sindar are neither Moriquendi nor Eldar.

Vanyar: (Q. "Fair Elves"; sing. "Vanya") The First Kindred of the Eldar. See Section 4.

1.12 ABBREVIATIONS

Abbreviations are listed alphabetically within sub-categories.

Game Systems

MERP *Middle-earth Role Playing* **RM** *Rolemaster*

Character Stats

Ag Agility (*RM* and *MERP*) **Me** Memory (*RM*)
Co Constitution (*RM* and *MERP*) **Pr** Presence (*RM* and *MERP*)
Em Empathy (*RM*) **Qu** Quickness (*RM*)
Ig Intelligence (*MERP*) **Re** Reasoning (*RM*)
It (In) Intuition (*RM* and *MERP*) **SD** Self Discipline (*RM*)
St Strength (*RM* and *MERP*)

Game Terms

AT Armor Type **Lvl** Level (experience or spell level)
bp bronze piece(s) **MA** Martial Arts
cp copper piece(s) **Mod** Modifier or Modification
Crit Critical strike **mp** mithril piece(s)
D Die or Dice **NPC** Non-player Character
DB Defensive Bonus **OB** Offensive Bonus
D100 Percentile Dice (01-100 results)
FRP Fantasy Role Playing **PC** Player Character
GM Gamemaster **PP** Power Points
gp gold piece(s) **R or Rad** Radius
ip iron piece(s) **Rnd or Rd** Round (10 second period)
jp jade piece(s) **RR** Resistance Roll
Stat Statistic or Characteristic
tp tin piece(s)

Middle-earth Terms

A Adûnaic **Kh** Khuzdul (Dwarvish)
Be Bethleu (Silvan Elvish) **LoR** *The Lord of the Rings*
BS Black Speech (Mordorish) **Or** Orkish
Cir Cirth or Cerrat **Q** Quenya
On Daenael (Old Dunael) **R** Rohirric
Du Dunael (Dunlending) **Rh** Rhovanion
E Edain **S** Sindarin
El Eldarin **S.A.** Second Age
Es Easterling **Si** Silvan Elvish
1.A. First Age **T.A.** Third Age
4.A. Fourth Age **Teng** Tengwar
H Hobbitish (Westron variant) **V** Vargic
Har Haradaic (Haradrim) **W** Westron (Common Speech)
Hub *The Hobbit* **Wo** Wose (Driedain)
Kd Kuduk (ancient Hobbitish)

1.13 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.







































1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102 +	+35	+7	20 +	17 +
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2

1.14 CONVERTING HITS AND BONUSES

— When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

— The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc's *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

1.2 BASIC COLOR AREA MAP KEY

- (1) 1 inch = 20 miles
- (2) Mountains = 
- (3) Hills = 
- (4) Mixed forests = 
- (5) Pine forests = 
- (6) Hedgerows, brush, and thickets = 
- (7) Primary Rivers = 
- (8) Secondary Rivers = 
- (9) Streams = 
- (10) Intermittent watercourses = 
- (11) Glaciers and iceflows = 
- (12) Mountain snowfields and snowy regions have no coloring.
- (13) Primary roads = 
- (14) Secondary roads = 
- (15) Trails/tracks = 
- (16) Bridges = 
- (17) Fords = 
- (18) Cities = 
- (19) Towns = 
- (20) Manor houses, inns, small villages = 
- (21) Citadels and huge castle complexes = 
- (22) Small castles/holds/towers/keeps etc. = 
- (23) Monasteries = 
- (24) Observatories = 
- (25) Barrows, cairnfields, and burial caves = 
- (26) Caverns and cave entries = 
- (27) Buttes and plateaus = 
- (28) Lakes = 
- (29) Dunes = 
- (30) Extremely rough terrain = 
- (31) Deserts = 
- (32) Shoals = 
- (33) Reefs = 
- (34) Ruins = 
- (35) Swamps and marshlands = 
- (36) Jungle = 
- (37) Dry or periodic lakes = 
- (38) Steep ridge faces and downs = 
- (39) Marsh Villages = 
- (40) Watchtowers = 

Note that the symbols described above are applicable to all the view maps contained within this module, whether color or black and white. The scale of miles, however, may not be applicable. The top of a map is the northern edge, unless otherwise specified.

2.0 INTRODUCTION

While touching on some other aspects of the eastern Rhudaur area, this book will be concentrating on the hidden vale of Imladris (S. "Deeply-cloven Valley"). Here resided the remnant of the greatest Elven realm in Middle-earth, holding the Darkness at bay for more than an Age.

2.1 A GENERAL HISTORY OF RIVENDELL

In late S.A. 1697 Elrond Half-elven arrived with a few hundred refugees in a sheltered valley at the northern edge of what had been Eregion. Having consulted with Gil-galad, Elrond decided that it would be wise to establish another Elven refuge in the North, apart from and more secluded than Lindon.

Work on the house began immediately. A simple, solid design was chosen, more modest than the grand marble towers of Ost-in-Edhil. With the aid of a number of masons from Lindon, most of the Main hall saw completion in only a few years; construction of the Smithies and East Hall continued at a more leisurely pace. Over the years the Eldarin population of Rivendell gradually dwindled as more and more of its residents sought refuge in the Undying Lands.

In the latter part of the Third Age, Rivendell became a haven for not only the Eldar, but the last remnant of the Kings of Arnor. Here were headquartered the Rangers, and the heirlooms of Arnor as well. Elrond kept safe the Scepter of Annúminas, the Ring of Barahir, and the Shards of Narsil until the King was ready to claim them along with his throne.

Rivendell was also the meeting-place of the White Council, that body of the Wise which sought to combat Sauron in his many forms and establish peace for the Free Peoples.

But perhaps just as important, Rivendell was a safe haven to the weary (and knowledgeable) traveller. In the wild lands lying in the western shadow of the Misty Mountains, few places provided safe refuge from the marauding Trolls, Dunmen, Hillmen, Wolves and even Orcs. Rivendell was such a place — if you could but find it.

2.2 TIMELINE

Second Age

c. 750 — Founding of the Noldo kingdom of Hollin in Eregion, ruled by Galadriel and Celeborn from the capitol city of Ost-in-Edhil (S. *Fortress of the Eldar*). Celebrimbor the smith establishes the great forging complex and the Guild of Forgers, the Gwaith-i-Mirdain (S. *People of the Jewel-smiths*). They establish trade with the Dwarves of Khazad-dûm.

c. 1000 — Founding of Tharbad by the Númenóreans in central Eregion. It is a few days travel down the Glanduin from Ost-in-Edhil (at the birth of the Gwathlo). Celebrimbor forges the second Elf-Stone *Elessar* (the first made by Fëanor and lost) and gives it to Galadriel.

1200 — Sauron, in a fair disguise and going by the name of Annatar ("*Lord of Gifts*"), attempts to win the favor of the Elves. Gil-Galad in Lindon will not allow him to enter, mistrusting his intentions. The fallen Maia of Aulë fares better with the Eldar of Eregion, and begins to seduce Celebrimbor with his guile. Galadriel, however, refuses to have any dealings with him.

1200-1500 — Annatar (Sauron) instructs the Mirdain (Elven Jewel-smiths) in new ways of forging (and learns much from Celebrimbor).

SPARRING IN THE COURTYARD



1350-75 — Sauron persuades the Smiths of Eregion (who have great influence in Ost-in-Edhil) to rebel against the rulership of Galadriel and Celeborn.

1375 — After renouncing her rule, Galadriel passes through Khazad-dûm with many Noldor and accepts guardianship of the forest east of the Misty Mountains called *Lórinand*. She founds the realm of *Lórien*. Celeborn remains, refusing to enter the Dwarf-city.

c. 1500 — The Elven-smiths, at the height of their power, begin forging the Rings of Power under Sauron's watchful eye.

1580 — Sauron returns to Mordor to begin forging the One.

1580-90 — Celebrimbor creates the Three Rings alone.

1600 — Sauron forges the One Ring in Orodruin and completes his dark design. The instant the Dark Lord places the ring on his finger, Celebrimbor, far away in Eregion, realizes that he has been betrayed. He hides the Three.

1601 — Furious that the Elves were not trapped as he had planned, Sauron demands that they hand over the Rings of Power; they refuse. Celebrimbor repents and goes to Lórien to seek advice and forgiveness from Galadriel. He gives her *Nenya*, one of the Three. She counsels that the Rings must not be used while Sauron holds the One.

1693 — War between the Elves and Sauron begins. Celebrimbor sends the other two of the Three (*Narya* and *Vilya*) north to Gil-galad in Lindon.

1695 — Elrond is sent by Gil-galad to aid the Noldor of Hollin.

1697 — Ost-in-Edhil is assailed. The House of the Mirdain is sacked and Sauron finds nine rings; Celebrimbor is captured and tortured into revealing the location of the seven which were given to the Dwarves. He will not tell where the Three are hidden, and the Dark Lord slays him. Eregion falls. Elrond retreats to Imladris and founds a refuge there with many of the surviving Noldor. Moria is shut. Ost-in-Edhil is abandoned and falls into ruin, never to be re-inhabited.

1699 — Sauron gains control of Eriador.

1700 — The Dark Lord's forces are defeated by an army from Númenor which arrived to aid the Elves in Lindon. Sauron is driven out of Eregion.

1780 — A Council in Imladris. Gil-Galad gives the mightiest of the Elven-rings, *Vilya*, to Elrond Half-elven.

c. 2200 — First appearance of the Nine Ringwraiths (*Nazgûl*).

3319 — Downfall of Númenor

3430 — The Last Alliance of Elves and Men is formed. Gil-galad gives the Red Ring to Círdan.

3441 — In the final battle on the slopes of Orodruin, Sauron is defeated. Gil-galad and Elendil are killed. Isildur cuts the One Ring from the Dark Lord's hand, and — against the counsel of Círdan and Elrond — keeps it for his own. Elrond recovers the shards of Narsil and takes them back to Imladris. The Ringwraiths pass into shadow. End of the Second Age.

THIRD AGE

Now the Elves are free to use their Rings, and they do so for the benefit of Middle-earth, healing the wounds made by the Dark Lord. Lindon, Imladris, and later Lórien become safe havens.

100 — Elrond weds Celebrian.

c. 1000 — Sauron takes shape in Middle-earth again. The Istari first appear, Maiar from the Undying Lands sent to combat the Darkness.

c. 1050 — Sauron sets up rulership in Dol Guldur. The south of Greenwood falls under the Shadow, becoming *Mirkwood*.

1409-1636 — Gradual disintegration and final fall of the kingdom of Cardolan.

1635-37 — The Great Plague devastates much of Gondor and Eriador.

1775 — The Battle of Fornost, where the Witch-king is defeated, but too late to save the last remnants of Arnor.

1776 — Arwen is first Chieftain of the Rangers. Operating from Rivendell, they maintain the line of Kings in the North.

1800 — The Balrog comes forth from Moria. Many Elves flee Lórien.

2060 — The power in Dol Guldur grows. The Wise fear that it is Sauron taking shape again. Lórien maintains a close watch on its neighbor.

2063-2460 — Wolves plague Eriador.

2463 — The White Council is (re)formed, this time including the Istari.

2509 — Celebrian is waylaid by Orcs in the Redhorn Pass. Her sons rescue her soon afterwards, but a poisoned wound she received in the attack makes her weary of the world. She departs over the sea the next year.

2911-2912 — The Fell Winter. White Wolves appear in force on both sides of the Misty Mountains. Lórien and Rivendell are among the few safe havens.

2941 — Bilbo first visits Rivendell. The White Council (including the Istari, the wielders of the Three, and others of the Wise) drives Sauron from Dol Guldur.

2951 — Sauron, now in Mordor, makes himself known and declares his rapacious intentions. Dol Guldur is reoccupied by the Nazgûl, and the Dark Lord begins rebuilding Barad-dûr.

3001 — Bilbo takes up residence in Rivendell.

3018-3019 — The War of the Ring. Sauron is cast down. The One Ring is destroyed, and the others are either destroyed or rendered virtually powerless.

3021 — Passing of the Ring-bearers (including Elrond, Galadriel, Gandalf, Frodo and Sam) into the Undying lands. Caras Galadon is abandoned. Elladan and Elrohir dwell for awhile in Rivendell, but eventually depart over the sea. The Last Homely House is closed and abandoned.

3.0 THE LAND AROUND RIVENDELL

Rivendell is truly an island of refuge in an otherwise inhospitable landscape — that land being Rhudaur. First of the three successor states of Arnor to fall to the clutches of the Witch-king, Rhudaur quickly deteriorated into an empty land. By 1300 of the Third Age, the already somewhat barren country has fallen to Angmar and gradually becomes a depopulated wilderness.

3.1 GEOGRAPHY

While by no means a vast territory, for its size Rhudaur offers a great deal of geographic diversity. Landforms range from huge hills just below the Misty Mountains, to flat expanses of plains and deep forests as tall and ancient as any in Middle-earth. Rhudaur can be roughly divided into three zones: the Highlands, the Trollshaws, and the Lowlands. The Highlands are formed by the eastern foothills of the snow-capped Misty Mountains and the mountain spur called the Giant's Hills, which form the northern and eastern borders of Rhudaur. The northern Highlands are divided into the *Ettenmoors* and the *Ettennaies*, while those to the south and east are called the *Cold* or *Pinefells*. The Trollshaws form the central part of Rhudaur, standing between the Rivers Mitheithel and Bruinen. This area is primarily scattered woodlands with the only true forest in the south, the *Yfelwyd* (or Evil Woods). The Lowlands form the southern and

western borders of Rhudaur. South of the Yfelwyd and between the Rivers lies the region known as *The Angle* (S. "En Egladil"). To the west of the River Mitheithel lies the great northern plain of Eriador called the *Oiolad* (or Endless Plain), over which Rhudaur's border has passed back and forth many times. This is a lightly settled region, so much so that the plain just west of the Mitheithel has been branded *En Eredoriath*, "The Lone-lands."

3.11 THE HIGHLANDS

The Highlands of Rhudaur comprise an area of large hills, some rising 1500'. These hills run in irregular curved lines from the southwest to the northeast and are relatively "young"; that is, they are jagged and little-weathered by time, and hold very little topsoil. These features are particularly true of the northernmost hills, the *Ettenmoors*, and in the Hillmen tongue, the "*Granite Sea*". This name does not derive from the many hills but from the landscape itself, which is strewn with boulders and outcroppings of granite. These rocks range in size from that of a child's ball to a large villa, and they are often grouped in crazy jumbles through which passage is impossible for anything larger than a rabbit. To the south of the *Ettenmoors* the hills are smaller and the granite less profuse, forming the region called the *Ettendales*. The *Ettendales* hold many springs that feed the River Mitheithel; however, the region suffers from poor drainage, resulting in many stagnant bogs. The Highlands immediately to the south and east are much like the *Ettendales*, except that they are well drained and are heavily wooded. Most of the trees in this area are evergreens; thus, the region is called the *Pinefells*.

3.12 THE TROLLSHAW

The Trollshaws region takes its name from, not surprisingly, its inhabitants, the Hill-trolls. This is hilly country, but few hills rise over 800'. The Trollshaws are woodlands, but for the most part the trees

are gathered in small dense patches with extensive open ground between them. Heavy brush stands along the edges of these groves where the trees are thin, extending all the way in; this terrain is quite popular with wolves. Despite these dangers, the Trollshaws are the winter-ground for Rhudaur's vast herds of *Losrandir* (S. "Snow-wanderers"). This is also the only region in Rhudaur where the soil can be called rich, although even here it pales beside that found in the rest of Eriador.

3.13 THE LOWLANDS AND THE RIVERS

The Angle and the Oiolad are quite similar; both are gently rolling countrysides with occasional stands of trees, bent and tortured by the wind. For the most part the constant wind from the northeast carries off the topsoil, so agriculture is all but impossible except in the relatively fertile areas along the riverbanks. The swift and sparkling Mitheithel (Hoarwell) is born in the snows of the *Ettenmoors* and the springs of the *Ettendales*. In spring, when the snows melt, it becomes a raging torrent, but even in the early fall it cannot be forded between the *Last Bridge* (S. "Iant Methed") and the *Ettendales*. The Mitheithel freezes over in the worst cold of winter, but the force of the current under the ice makes any crossing dangerous, and few will try that trick except in desperation.

The forks of the Bruinen (Loudwater), born in the snows of the Misty Mountains, are far more sedate than her sister, whom she joins at the very apex of the Angle. The Hillmen believe (and somewhat rightly) this river to be under the magical influence of the Elves of Rivendell and so try to avoid it. The point where the two forks of the Bruinen join marks the westernmost spot in Elrond's small realm.

3.2 FLORA

Despite Rhudaur's reputation as a desolate place, the land boasts a number of interesting plants. Some are beneficial, while others are quite deadly.

The *Lawrim* is a lichen often found on exposed pieces of granite, especially in the *Ettenmoors*. It is dull orange in color, a rare shade which ought to serve as a warning of its dangerous nature. When in contact with bare skin, *Lawrim* will within two days cause a very hot and itchy rash that, if untreated, will rapidly spread and cause numbness (activity -25) in the afflicted skin. One cure is to bathe in water in which pine needles have been boiled.

The *Sha* is a water lily found in the bogs of the *Ettendales*. *Sha* flowers are quite useful. When dried and powdered, *Sha* will give the user several rounds of powerful infravision, though at a high cost: four or five days of severe diarrhea will follow. (While he can see 300' in all but utter darkness for 1-5 rounds, he pays with an affliction which reduces him to -25 until he recovers.)

The *Faghiu* is a tiny blue-white flower of surpassing beauty found only on the highest granite hills of the east. It is said that the juice of the full-blooming petals makes a very effective love potion. These tales are true: those smitten will not harm the one that gives them the gift of the drink for 1-100 days. Instead, victims tend to faithfully serve their newly beloved in any way short of endangering their own lives. Those enamored of one of the opposite sex may go so far as to lust after their new love.

The *White-Berried Yew* is a common shrub in the woods of Rhudaur. When ripe, eating its berries can cause a swift (1-10 rounds) and painless death. In past days it was so used by those dishonored to commit suicide. If not ripe, the ingested berries only cause vomiting.

Hiam Moss is a fungus that afflicts the many beech trees of Rhudaur. When prepared by knowledgeable herbalists, it acts as a mood elevator and can sustain one an entire day without other nourishment. The *Ful Hiams*, or Hillmen Berserkers, regularly use the moss to keep them alert and vigorous. Those that rely upon it, however, cannot use it more than four consecutive days, and then



they must rest (-75) for a period equal to twice the time they were sustained. Many folk are allergic to Hiam Moss and there is a 50% chance that the first-time user will suffer convulsions and death when ingesting this magical herb.

Black Vines are useless and dangerous plants. This vine is found deep within the Yfelwyd, the difficulty in finding it being its only virtue. The Black Vine has a very thin stem and only a few tiny black leaves, and grows among the exposed roots of the great trees. Prolonged contact with the leaves, such as sitting or sleeping on them, causes a brief euphoria so intense that it borders on the visionary. While the victim dreams and sighs, the Black Vine grows with amazing speed around him and puts down roots, intending to smother its delirious victim. A victim is very much aware of this process but lacks the will to do anything about it. Unless aided, the poor fool will expire in 2-20 rounds.

3.3 FAUNA

A surprising variety of wildlife populates the hills about Rivendell — some more dangerous than others.

PREDATORS

Aside from Man and Troll, the chief predators of Rhudaur are the Brown Bear and the Wolf, both of which are common throughout the region. Their larger cousins, the Cave Bear and the *Warg* (or War Wolf), respectively, are common in the high hills of the north and east but rarely come down to lower lands.

BEARS

Bears eat plants and will scavenge others' kills when they can; however, they are quite capable of making solitary kills when stirred by hunger. Brown Bears, which Hillmen call the *Barg-dign*, or "Little Bear," often weigh 300 pounds and stand as tall as a man. Black Bears measure two to three feet taller and weigh twice as much as their brown cousins. Called *Barg-moigh*, or "Great Bear," by Hillmen, Black Bears lead a solitary existence in the many natural caves of the Highlands. It is considered unwise — even when caught in a driving rainstorm or a sudden blizzard — to attempt to share the cave of an adult Black Bear.

WOLVES

Unlike Bears, Wolves always hunt in packs, using tactics and cunning to take the weak and the sick among the Losrandir. The ordinary Wolf, or *Degmurg*, stands about the same size as a large dog and hunts in packs of a dozen. Wargs, or *Degmoig*, weigh about 140 pounds, fear no man, and are ridden like horses by Orcs — after a suitable breaking-in period. Wargs have their own language and are easily as intelligent as most of their riders, and just as malevolent. They come in two varieties: common Wargs are simply huge Wolves; but true Wargs, the *Deg-tic* or "Ghost Wolf," is a much rarer sight than his brethren. A Ghost Wolf resembles other Wargs in every way except that it is Undead; when it dies, its body dissipates. Wargs are a rare sight and are never seen in the vicinity of Rivendell itself.

CHATMOIG

The high hills are also home to the extremely rare *Chatmoig*, a large grey cat with huge forequarters and great fangs. The Chatmoig is the only natural creature feared by the Hillmen.

GAICH

The primary small predator in Rhudaur is a large fox called the *Gaich*, or changer; its pelt is black in summer and white in winter. Scavenging and cleaning up after the Gaich is the chief work of the many flocks of Crows and Gorcrows (Crebain) that abound in almost every part of central and eastern Rhudaur.

RARE LARGE PREDATORS

Giants and Ghosts are said to roam the Highlands of Rhudaur, guarding long-lost treasures and surviving on whatever — or whomever — they can find. Great Eagles have been spotted in the skies above the mountains.

SMALLER CREATURES

A wide variety of small creatures will be found in these lands. Rabbits, Mice, Rats and Porcupines abound. However, the Beaver and the River Mink are nearly extinct. The Dúnedain treasure their fine pelts and pay well for them. These creatures were never common, and soon the Hillmen caught all but a few. Aside from Crows, birds are not as common in Rhudaur as in the rest of Eriador. However, there are a great many Blue-headed Ducks along the banks of the rivers and in the bogs of the Ettendales. Bats are common, and there are several varieties of snakes, one of which is quite dangerous. This is the Shaking Asp, a common small grey snake with potent venom. Its only virtue is that it wears rings of heavy loose scales about its head that give off a distinctive noise when the serpent writhes in surprise or prepares to strike.

LOSRANDIR AND CARU

Losrandir (*Hi. "Feithan"*) stand little more than 4' high at the shoulder and with the exceptions of their thick fur and small mossy antlers look much like the lesser deer of the West. Losrandir migrate to the highlands in the spring, gathering in great herds that crowd an acre of ground. They bear their calves in the late spring. Later, as the heavy snows begin, they retreat to the woodlands in groups of about twelve.

Losrandir have very sharp hooves for breaking through the snow to find food in winter. These hooves are their prime defense; both buck and doe rear up and use them with skill. Doe antlers remain rather soft year-round, while buck antlers harden enough to be useful only in the early winter, which is rutting season. Losrandir generally eat only sinblas, the grey grass of Rhudaur, surviving on this scant fare. In particularly hard winters, Losrandir eat brush and the bark of trees.

As a rule, stronger bucks patrol the edge of the herd to ward off predators. In smaller groups, Losrandir rely on their quickness and stamina in the deep snows; they can make brief, impressive bursts of speed. If need be, bucks will sortie out to attack, and as a last resort, Losrandir will form a close cluster defended on all sides by flashing hooves. These tactics work well enough against Wolves and Bears but are of no use against determined Men.

Smaller herds of *Caru* (*Hi., Du. "Elk"*) also roam the Highlands, traveling and surviving much as the Losrandir. Both animals are a common sight in the vale of Rivendell.

4.0 THE INHABITANTS

Aside from the Immortal inhabitants of Rivendell, several races share the land of eastern Rhudaur.

4.1 THE ELVES OF RIVENDELL

The nature of Elves, their appearance and attributes will only be dealt with briefly here; more in-depth information about the Firstborn is available in ICE's *Lórien and the Elven-smith's Halls* and *Lords of Middle-earth, vol. I*.

4.11 GENERAL ATTRIBUTES

Their senses are extremely keen, especially hearing and sight. Elves are able to see on a clear starlit night as well as if it were full daylight. Their vision is correspondingly restricted with less light, down to a few feet in what a man would call "pitch blackness".

Elves do not need sleep to rest their bodies as do Men and Dwarves; instead they enter (for a few hours a day) a sort of trance, a waking dream in which they are able to recall happy times earlier in their long lives.

Perhaps most remarkable is the fact that Elves do not age or grow old, and their bodies are immune to all disease and infection. They are virtually immortal (unless slain by violence). Should an Elf be killed, his soul is transported to the Halls of Mandos in Valinor where, after a period of waiting his body is reincarnated and he is free to live in the Undying Lands — though forbidden to return to Middle-earth until the end of the world.

Elves heal quickly (though they cannot regenerate severely damaged organs or body parts) and they show no scars. Their bodies mature through a slightly longer adolescence than mortals, and at full maturity the aging process stops. Only in the depths of their eyes can one perhaps feel a glimmering of the true age of the greater Elves, and only upon those for whom the weight of Middle-earth lies heavy. The lesser kindreds, even after thousands of years, look like beautiful, carefree youths.

4.12 DRESS AND APPEARANCE

Although basically similar in appearance to mortal men in many ways, Elves have several important (if subtle) differences.

As a race, they are taller than most humans (save the high Edain) though in general tend to be less heavy of build. The males generally range in height from 6' to 6'10", and in weight from 160 to 250 pounds, respectively. The women of the Elves are usually between 5'6" and 6'2", and are also slim. Although to some this race might appear fragile, Elves are generally just as strong as any human warrior. The Eldarin Lords, in fact, were muscular of build and unquestionably the most physically powerful individuals in Middle-earth.

Elven men have no facial hair, as a rule. Elves have less body hair than humans. Highly resistant to extremes of natural heat and cold, their clothing is worn for decoration, camouflage, or, perhaps, modesty. Elves are invariably more handsome in appearance than their mortal brethren, having finer features and unmarred skin.

THE NOLDOR

In appearance the Noldor have hair of dark brown to raven-black and dark brown or grey eyes — with one exception: the children of Finwë, King of the Noldor and Indis of the Vanyar. Their sons Fingolfin and Finarfin both had hair of gold like their mother, and the trait was passed to their offspring as well. This includes, of course, Glorfindel.

Most of this kindred have fair skin and are substantial of build. The Noldor were among the greatest warriors of the First Age, some of whom able to hold their own in single combat with a *Valarauko* (Balrog), a great demon of Morgoth. The Noldor, even in Rivendell, tend to wear fine, flowing garments of grey or white, and favor more jewelry than their brethren.

THE TELERI

This group have sandy, blond or light brown hair and grey or hazel eyes. In general they are more of a mix of types than the Noldor or Vanyar. They are also of course a larger kindred, with greater opportunity for diversity. No Calaquendi Teleri reside in Rivendell.

THE SINDAR AND NANDOR

Less tall and lordly than the Eldarin kindreds, these Elves are nevertheless more noble than the Avari. All tend to be slender, possessing a wiry strength and great agility. Physically they resemble the Teleri, being an offshoot of that group, though they lack a certain "aura", having not seen the Light of Aman. These wear grey and other muted shades.

THE AVARI MORIQUENDI

These are the Silvan Elves, most rustic of the Kindreds, and most plentiful. They are similar in appearance to the Sinda groups, but slightly less in stature, with darker hair (generally chestnut to dark brown) and eyes. There are quite a few Silvan Elves in Rivendell, many of them caring for the grounds and the agricultural needs of the House. Others keep watch with their Sinda brethren. By far, however, the Silvan Elves are the most carefree — to the point of being what

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many mortals would consider foolish. In contrast to the grim Noldor they seem like children. Silvan Elves often wear green and brown, and those of Rivendell are particularly prone to don bright colors.

4.13 SOCIETY

The social structure of Rivendell is not unlike that of any large, isolated estate. Elrond is Lord of the House and final authority in all matters. There are a number of other Noldorin lords who reside there, but all defer to Elrond. Many are craftsmen who practice their skills in the shops and smithies. Among the Sindar and Silvan groups there is a hierarchy, though one that all willingly adhere to. The Silvan Elves almost without exception delight in serving their Eldarin brethren, finding joy in simple tasks. The Dúnedain members of the household have an unusual place, being required to participate in many of the menial tasks, trained as Elven warriors, yet given a certain deference.

4.14 MILITARY

Virtually every resident of Rivendell is capable of aiding in the defense of the House should it have ever come to such a crisis. However, routine patrols are usually conducted by Silvan bands, sometimes with a Sinda or Noldo leader. The Rangers also join these patrols, though usually no more than one to a group — since they make so much noise (to an Elf).

4.15 ECONOMY

Being a completely isolated and self-sustaining microcosm, Rivendell residents have no need for money. It is true that Elrond's people occasionally trade with the Dúnedain of Arnor (and even Rhudaur in the Early years of that realm) but coinage was rarely used. This is not to say that no treasures reside at Rivendell. Even the few that were rescued from Ost-in-Edhil constitute a sizeable fortune, and the Smiths of Rivendell have considerable skill to create impressive works of their own.

4.16 RELIGION

Religion in any organized sense is unknown to the Elves, especially the Eldar, who know the Valar more as esteemed and revered teachers than actual deities. Virtually all Elves worship *Eru Iluvatar* ("The One") as the creator of all things. In this way they see themselves on equal (though perhaps different) standing with all other beings. Worship of Eru is very informal, however, involving no specific temple or other structure more elaborate than an open garden. There are certain seasonal holidays during which celebrations are held, but ritual is in this case very minimal. Music, the Essence of Arda, inevitably plays an important part.

This is not to say that the Elven societies are devoid of ritual. With song and chant the Elves wield the Essence, weaving spells of great power and subtlety. Elrond's house is always full of music, and that is part of the spell which held the shadow at bay for so long.

LANGUAGE

It is the Elves — or, appropriately, the *Quendi* ("Speakers") as they call themselves — who taught all other races and creatures language, each after its fashion. Indeed, this may have occurred as early as the return of Linwë, Elwë and Olwë from Aman with Oromë the Vala. The spoken version of the mental language became *Quenya*.

The Sindar learned Quenya, but adapted it for their own use, creating a language less formal, and more practical for everyday writing and conversation. With the passing of the years, even the Noldor came to use Sindarin as their common tongue, reserving Quenya as a formal, ritualistic language. This is even true in Elrond's house, where Sindarin is the language spoken amongst its residents.

The *Tengwar* are the first written letters ever devised, invented by the Noldorin poet Rúmil of Tirion. This pure version of the *Tengwar* is known and used only in the Undying lands. Fëanor later adapted and revised this alphabet, and the Fëanocean *Tengwar* attained much more widespread use in Middle-earth. Both of these written alphabets are *cursive*, meaning that they are designed to be joined, written in flowing strokes as with a pen. They are somewhat impractical for engraving, but the Great Smiths such as those in Erebor — and Sauron — were up to the task. (The Ring Inscription is inscribed in cursive script or lettering.)

Much later the Sinda Bard Daeron invented the runes later called the *Certhas Daeron* ("Cirth" or "Letters" of Daeron). These are much more angular and suited to stonework. The Dwarves of Moria particularly loved this writing style and adopted it as their own.

The Noldor speak Quenya amongst themselves and with the Vanyar in Aman, but the vast majority in Middle-earth have adopted Sindarin as their working tongue, preserving Quenya as much as possible as a ritual language for specific occasions. Most are also able to communicate in most of the western Silvan dialects.

4.2 TROLLS

These creatures — most frequently the Hill variety — are scattered all through western Rhudaur. They are carnivores, preferring human flesh above all else. While Trolls often live alone, they can also be found in male groups of 2-4 or in a small family unit. Stone Trolls are larger and more fierce than Hill Trolls, and the worst of the lot are Cave Trolls. This type often use weapons and are more intelligent than their cousins.

4.3 THE HILLMEN

The most common human inhabitants of this region, Hillmen are nevertheless infrequently encountered along the usual travel routes, preferring to keep to the remote areas.

4.31 DRESS AND APPEARANCE

Somewhat unimposing, the Hillmen are one of the shortest Manish races in western Middle-earth. Men range in height from 5'4" to 5'8"; women are about 3" shorter. They are, however, a stocky, strong and hearty folk. Men often sport grand beards, but all are neatly trimmed and most shave their chins. Hillmen are of dark complexion with dark brown or black hair and dark eyes. Both sexes dress and wear their hair alike, tied in three long braids down the sides and back. They often decorate their hair with intricately carved bone rings.

Clothing is simple and utilitarian. The *Kalth* and *Kullodo* are worn throughout the year. The latter is a short fur jacket with sleeves down to the elbows; the *Kalth* is a sort of skirt or kilt made from Losrandir hide that is wrapped just above the navel. In mid-winter Hillmen add a full-length fur cape and wear high boots, although they favor moccasins the rest of the year.

4.32 ORIGINS

Hillmen first came to Rhudaur late in the Elder Days and remained distinct until approximately T.A. 2000. They are clearly related to the many Dunnish peoples of the West; but being long sundered from them, they feel little or no lingering kinship with those Dunlendings who migrated northward into Rhudaur.

4.33 SOCIETY

Hillmen are hunters and thus are very dependent on the Losrandir herds of Rhudaur. They gather some plants, notably Blue Pine nuts, and cultivate a few herbs, but these efforts merely supplement their hunting kills. Hillmen live in small mobile communities called *Dacathans* or camps, that loosely follow the migrations of the Losrandir. Housing is provided by a semi-circular hide house called the *Taigh* that can be quickly dismantled and packed up. Each camp has a permanent sacred winter campsite (*Hi*. "*Maigban*") in the Trollshaws.

4.34 CLASSES

Hillmen society is divided into three classes: Chiefs, Hunters, and Makers. Unlike most other cultures, these classes are not based on sex or blood, but rather upon ability. Hillmen use rigorous testing from an early age to determine a person's status. All children are strongly encouraged to undertake the tests necessary to become a Hunter. These consist of survival alone in the wild for the long winter and the slaying of a Wolf — unaided — in late adolescence. Those who fail or do not try this rite become Makers; it is they who perform all non-hunting tasks, from smithing to child care. Their status is low, but their role is respected and they are protected. Hunters, of course, hunt and also defend the camp. Raiding between rival camps is almost constant, a form of diversion and conditioning. All Hunters are eligible to become the new Chief; a series of trials unique to each tribe determine who will run each camp.

4.35 POLITICS

All Hillmen camps belong to one of the nine tribes (*Hi*. "*Ne Dreubhan*"). Hillmen dislike laws but revere customs, and no clan raids camps of the same tribe. Tribes do not have defined territories, although they have changing regional preferences. Tribes are ruled by Tiark whose power depends upon their own abilities. Each of the nine Tiark is eligible to become the new *Targ-Arm*, or High Chief, when the old one dies. In quiet times the position of *Targ-Arm* is largely honorary; however, in emergencies the authority of the *Targ-Arm* is real and respected.

Daily matters of the camp are governed by the collective wisdom of the Hunters present. It is not uncommon for the strongest or boldest individual to act as leader; still, there is no formality to such arrangements. Each camp also had a *Wegec*, a female Mage who oversees religious affairs. Among the Hillmen, this is the sole hereditary position.

4.36 MILITARY

The Hillman passion for raiding greatly affects their approach to war. Formal “rules” of raiding place a high premium on stealth and woodcraft. Hillmen prefer to settle feuds by formal combat between chosen champions, but their external enemies do not believe in such methods. Always practical, the Hillmen combat these outsiders with their favorite wartime greeting: a quaint nocturnal ambush involving vastly superior numbers.

The primary weapon of the Hillmen is a very heavy spear called the *creg*. A thrown *creg* is employed by using a special hide sling in both hands and hurling it over one’s head. It has a short range (25 feet) but it can pierce the strongest armor. (Treat it as +15 versus Plate or Chain armor.) Light javelins are used for hunting. Most Hillmen carry knives but use them only for cutting and carving. Since they rely upon bronze for most of their weaponry longer blades are in short supply. Hillmen generally do not use armor but occasionally don a heavy hide coat. They do, however, swear by helms. These they decorate with carved bone and by weaving their own braided hair through selected holes. Other forms of armor are considered too heavy and cumbersome for use in the woods.

4.37 ECONOMY

Hillmen rely upon the Losrandir for most of their daily needs. The myriad copper (“red-gold”) deposits of Rhudaur are periodically visited so that bronze, necessary for arms, utensils and ornaments, can be mined. Iron and steel must be acquired from other lands. Hillmen trade dried meat, hides and furs for these and other metals. There is no real currency, but a Losrandir hide that has been cured and stretched has a standard recognized value (approximately 5 silver pieces). Otherwise, barter is the only recourse.

4.38 RELIGION

Unlike the vast majority of their neighbors, Hillmen aggressively reject both the Valar and the Black Religion of Sauron. Their attitude is based on their inherent mistrust of foreign ways, coupled with some strange legends of their ancestors who claimed in ancient songs to have been “betrayed by both the Light and the Darkness”. In any event, Hillmen are almost as touchy about their religious practices as are Dwarves. Like the Naugrim they practice ancestor worship, but among the Hillmen this is centered around a fearful reverence of powerful Ghosts. Lyrical chants and epic songs tell the stories of these strange beings.

4.39 LANGUAGE

Hillmen have their own language, called *Blarm*, or “Talk”. *Blarm* is closely related to the South Coastal Tongue of the Dunnish peoples of Gondor, notably the Dunlendings’ *Dunaet*. It has, however, developed in isolation for centuries, and mutual comprehension between Hillmen and Dunmen is out of the question. One knowing *Dunaet*, however, can pick up the Hillman Talk two to three times as fast as a Westron (Common) speaker.



4.4 THE DÚNEDAIN OF RHUDAUR

In addition to the Rangers, many of whom reside in Rivendell, a fair number of Dúnedain make their homes in Rhudaur. That is, until the wars with Angmar and the sister-states drive them away. By midway through the Third Age, the only true Dúnedain left are the Rangers.

4.41 APPEARANCE

At their peak, about T.A. 900, there were never more than a few hundred pure-blooded Dúnedain in Rhudaur. These truly High Men are easily distinguished by their great height; men average about 6’5” and women about 5’10”. Hair color ranges from light brown to jet black, and their eyes are usually grey or some other pale hue. They are uniformly fair and few have noticeable facial hair; nearly all are clean-shaven. Of course the High Men of Rhudaur are generally mixed-blooded “Lesser” Dúnedain. Still, they generally resemble their brethren to some degree, particularly those whose lines are crossed with Northmen.

Rhudaur’s Dúnedain dress in a variety of ways: wool pants and a long fur jacket are typical, although Hillmen garb has become increasingly popular over the years. Those of pure blood wear Númenórean robes on ceremonial occasions. Deep blues and blacks are the colors they choose, and silver and white are common choices for trim.

4.42 ORIGINS

The first Dúnadan settlers came to Rhudaur about S.A. 2000. They encountered a few Eriadoian Northmen and Dunlendings, but the majority of folk were the reclusive Hillmen. The first settlers were part of the wave of colonists from Númenor, bold and masterful men who felt constrained on their placid and glorious island. Only a handful came to the cold and harsh lands of Rhudaur, and they kept mainly to the Angle. Traders, Astrologers, Rangers, and Mystics, they brought wondrous culture to those who would welcome them. Some settled for good, particularly on the heights along the rivers near the Angle. The Purists, the most devout of the Faithful Númenóreans, began to flee the corruption of their culture soon afterwards, settling almost exclusively in the lands that would later become Arthedain. Some children of the Purists were not content with the dreary mysticism of their elders and some came eastwards seeking a more exciting life. They were joined by much greater numbers of lesser Dúnedain who faced considerable prejudice in their native lands. These newcomers settled mainly in the Oiolad. The Dúnedain increased in numbers very slowly, until the internecine wars of the Sister Kingdoms brought about their rapid decline midway through the Third Age.

4.43 SOCIETY

The Dúnedain settled Rhudaur in a manner quite unlike their kin to the west and south. Here the land did not reward half-hearted attempts at agriculture, and open villas stood as invitations to raiders. Rather, they built stone houses clustered about a small tower or erected forts around their great houses. When first built, these villages had an average population of about 100, but this changed after T.A. 300, for it was then that Dunnish tribes were allowed to settle in the Lowlands. Many Dunmen were eventually forced to settle in and around the villages and to farm. Some lived as virtual slaves, for the Dúnedain did not disrupt the ancient Dunlending practice of debt-servitude. Over time, these communities accommodated various mixings of Lesser Dúnedain, Northmen, Hillmen, and Dunlendings — all under the rule of a small lot of purer Dúnedain.

After T.A. 861, few Dúnedain migrated into Rhudaur; in fact, many fled westward into Arthedain, thereby weakening the High Men’s hold. Wars with Cardolan (ca. 1210-20) and Angmar (ca. 1301-50) further depleted Dúnadan strength in the region, and served to depopulate many areas altogether. In T.A. 1409, Rhudaur’s villages were ravaged in their final battle against the Witch-king. After that time, the few remaining Dúnedain generally kept to the forts.

4.44 POLITICS

The *Thengyn* (sing. Thangon) and *Requain* (sing. Roquen) — the hereditary lords and knights of the lesser Dúnedain Houses — swear a loyalty oath to one of the lords, or *Erain* (sing. Aran), of the Great Houses.

There have never been more than five Airain in Rhudaur. These five lords are responsible for a vaguely defined area around their villages, but their actual authority rarely extends beyond the sight of the castle tower. Although sworn to the service of the King of Arnor, an Aran has almost unlimited power over his lands and subordinates. Even for the early Kings of Arnor and Rhudaur, the exercise of central authority was difficult, and almost unheard of without the aid of a *palantír* (S. "Far-seer"; "Seeing-stone") or overwhelming force of arms. In fact, the last King to effectively control all the Arain was the Hillman *Rhuggha*.

4.45 MILITARY

The Dúnedain of Rhudaur were always too few and too scattered to use the standard Dúnedain military system, which relies upon highly trained masses of infantry. Until the Division of Arnor in T.A. 861, military practice was limited to passive defense of the villages and an occasional showy and usually ineffective punitive expedition against rebellious tribesmen. Generally, the forces were led by Dúnedain and composed of local Freeman who were supported by Serfs or Debt-slaves. The only change with time has been a lessening of numbers and an increasing absence of Dúnedain to lead them.

4.46 ECONOMY

The economy of the early settlers was largely based on hunting the vast flocks of migratory birds that rested in the Oiold, and in winter, the Losrandir of the Trollshaws. Far more game could be taken than could be used, so the surplus was traded to the northern Dúnedain for finished goods and luxury items. A considerable fur trade with the Hillmen arose; rivermink and beaver were hunted to extinction. The Dúnedain economy slumped badly after the early Dunnish rebellions, and this decline probably encouraged the settlement of the invading Dunnish tribes. Gradually, the economy became more mixed as farming and fishing became mainstays. The disruption of the late Third Age has done much to destroy trade and regular harvests, however.

4.47 RELIGION

The original settlers of Rhudaur were probably no more inclined to evil than those of Cardolan or Gondor, yet only Rhudaur became the ally of the Witch-king, and only in Rhudaur do Dúnedain openly practice the Black Religion. However, even after T.A. 1409, a few of Rhudaur's Dúnedain have continued to secretly honor the High Festivals and maintain the old ways of fallen Númenor.

4.48 LANGUAGE

In daily use, most of Rhudaur's Dúnedain use the Grey-elven tongue *Sindarin*. *Adúnaic*, the tongue of Númenor, is employed on occasion, but its use has waned ever since Arnor's earliest days. Naturally, almost all Dúnedain speak Westron, and many speak Blarim as well.

4.5 THE DUNMEN, OR DUNLENDINGS

Although the Dunlendings are relatively few in the area around Rivendell, they are briefly mentioned here. (For more on Dunlendings, see *MERP* Section 2.2, p. 13.)

4.51 APPEARANCE

The Dunmen of Rhudaur are common men. They range from 5'7" to 5'11" in height, with women about 3" shorter. Dunmen have brown hair and eyes, and their skin is swarthy, especially by the standards of the North. Local Dunnish women wear long, baggy, wool and linen dresses. Men wear baggy shirts which hang below the waist and loose fur pants or, more often, hide. Men and women wear leather boots in the winter and shoes in the summer.

4.52 ORIGINS

At the beginning of the Third Age, Dunmen settled the southern White Mountains, a part of a moderately advanced society which was then near collapse. Most Dunmen were absorbed by Gondor, but others formed semi-nomadic tribes and drifted northwards. Some moved quickly into Eriador, but the majority migrated slowly, settling *Dunland* in the southwestern foothills of the Misty Mountains. By T.A. 300, even these tribesmen had reached the southern borders of Arnor and were soon making incursions into Rhudaur.

As the power of the Dúnedain waned and the evil influence of Angmar grew, Dunmen were readily corrupted. Wisely the Witch-king took the Dunlending side in their constant quarrels with the Hillmen. After T.A. 1700, when the great decline of Losrandir herds began, many of these Dunnish folk abandoned Rhudaur and migrated south to Dunland. Others remained, some serving the Witch-king in his war against Arthedain (ending T.A. 1975).

4.53 SOCIETY

Rhudaur's Dunlendings rely equally on agriculture and hunting, living in mobile villages of 80-180 people called *Magru*. Dunmen know only slash-and-burn agriculture and in the poor soil of Rhudaur, this technique is at best good for two harvests of barley and oats before the soil is exhausted and the land played out. Women perform agricultural work; men hunt, fish and fight. Compared to the rest of Eriador, the hunting in Rhudaur is good, and an emphasis on aggressiveness is essential.

4.54 POLITICS

Villages are organized by tribes and based on ties of tradition and kinship. Tribes are ruled by an *Ceanaird* (Hi. "Acrosma"), or Chief, an elective position. Among tribes ruled by the Dúnedain, the Ceanaird soon lost even nominal influence.

4.55 MILITARY

Dunmen do a fair amount of raiding among themselves, but most of it is rather harmless theft. Dunlendings are no match for Hillmen raiders; thus they resorted to foul measures to seek revenge. In open warfare, Rhudaur's Dunmen traditionally rely upon numbers and try to envelop their foes. Warriors use a spear and a hide shield as well as a clumsy throwing club called a *weeb*. They rarely wear armor. The Dúnedain did try to teach them to use other weapons and tactics, but these attempts proved spectacularly unsuccessful.

4.56 ECONOMY

Dunlendings depend equally on their crops and on hunting Caru and Losrandir for their sustenance. Taxes are paid in grain. Unlike Hillmen, Dunmen keep domestic animals, notably chickens and dogs. Although familiar with coins, Dunlendings generally barter for their own needs.

4.57 WORSHIP

Dunnish folk follow a primitive Animism concerned with the spirits of the dead. One ceremony occurs with the rise of each new moon, but these rites resemble a party as much as a liturgy. Terror and tradition provide order amidst nervous superstition. Sacrifices are widespread.

4.58 LANGUAGE

Dunnish tribes speak varying dialects of the same South Coastal tongue. Most rely on the prevalent *Dunael* speech, which provides a common structure and vocabulary, so communication between tribes is not too difficult. However, Dunlendings make much of tone and word-play, so a discussion of complex ideas can well lead to serious or embarrassing misunderstandings.

5.0 POLITICS AND POWER

For the purposes of this module, only prominent persons within Rivendell, as well as a few selected personalities, will be discussed.

5.1 ELROND

"The face of Elrond was ageless, neither old nor young, though in it was written the memory of many things both glad and sorrowful. His hair was dark as the shadows of twilight, and upon it was set a circlet of silver; his eyes were grey as a clear evening, and in them was a light like the light of the stars. Venerable he seemed as a king crowned with many winters, and yet hale as a tried warrior in the fullness of his strength. He was the Lord of Rivendell and mighty among both Elves and Men."

LotR I p 299.

Elrond and his brother *Elros* were the first of the *Peredhil* ("Half-elves"), the sons of Eärendil the mariner and Elwing the White. Technically, however, they were a mixture of Maia, Eldar, and High Adan blood, being descended from Melian and Thingol, Beren and Lúthien. Because of their mixed immortal and mortal lineage, the Valar gave Elrond and Elros the choice: to be immortal as the Elves, or to eventually die as men do, their soul departing to a place only Mandos knows. Elrond chose to live as the Firstborn, the endless, ageless life of the Elves.

Elrond served as Gil-galad's herald, both in Beleriand and in the early days of the Second Age, when the latter became King of Lindon. Soon after the beginning of the War of the Elves and Sauron, Gil-galad sent Elrond with a force to aid Celebrimbor. The Dark Lord, enraged that the Noldor were not enslaved by the One Ring, assaulted Eregion and laid siege to Ost-in-Edhil, planning to recover the rings by force. Elrond was not able to save Eregion, but retreated with a number of survivors to a narrow valley along the western side of the Misty Mountains. It was at that time (c. S.A. 1697) that he founded Imladris, the Last Homely House. This refuge, though not a fortress, became a safe haven for Elves and Edain alike for the rest of the Second and the Third Age.

In the War of the Last Alliance, Elrond again went to war by Gil-galad's side, and saw him fall (along with Aflarion and Elendil of the Edain) before Sauron. The Alliance was victorious, however, and Elrond was able to rescue the Mightiest of the Three Elven Rings: Vilya, Ring of Air. This conflict brought to a close the Second Age.

Elrond's influence was also felt at the end of the Age, of course, when he sheltered Frodo. He also presided over the Council where the fate of the One Ring was decided, his wisdom being sorely needed at that time of crisis.

Elrond's Principal Items:

Sword (Hekaluinë) — (Q. "Shining Blue Ice") +50 broadsword forged in Beleriand, of ithilnaur with a gleaming edge of clear blue *laen* (enchanted glass). It — like many of the weapons made at this time — glimmers with a chill blue light when near Orcs (dimly along the edges within 1000'; bright within 100'). It is also an Orc-slaying *Holy* weapon. Hekaluinë is also a weapon of coldfire, giving off an intense cold when desired by its wielder, delivering a Cold Critical whenever another Crit is indicated. The sword cannot be fumbled when used by an Elf, and will *Haste* its wielder at a thought.

Mantle of Doriath — Woven by his ancestress Melian, it is a great cloak of grey cloth which confers the following powers to the wearer at will: *Displacement V*, *Invisibility True*, *Deflections V*, and *Blur*.

Circlet — Acts as a full helm, also has a 50% chance of simply annulling any head critical. Wearer has continuous *Unpresence*.

Armor — Fine ithilnaur chain armor which provide protection equal to AT 18 (-30) but is virtually unencumbering.

Elrond's Special Powers:

Healing — The Master of Rivendell has powers which transcend some of the concepts and restrictions in the spell lists. Utilizing the unique combination of Lay Healer and Clerical Healing skills, Elrond is able to perform feats of restoration without equal in Middle-earth. *The extent of Elrond's power must be determined by the GM, however it is suggested that he is able to utilize a combination of the Lay Healer and Channeling Spells to 50th level, and may possess healing powers equivalent in effect to the Healer lists without the disadvantage of having to take wounds upon himself.*

Spells — 2340 PP. x9 PP item. Elrond knows all Open and Closed Channeling and Mentalism lists to 50th level; he also has at his disposal the Base Bard and Cleric lists to 50th level.

Elrond's Lesser Items of Note:

Silver Harp which adds +30 to all Bardic Songs, is always in tune; **Elven Longbow** which is +35 and has triple the normal range.



ELROND, Master of Rivendell

5.2 OTHER PROMINENT ELVES

5.21 GLORFINDEL

"Glorfindel was tall and straight; 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; on his brow sat wisdom, and in his hand was strength."

LotR I, p 299.

Glorfindel is a Noldorin Prince of great strength and lineage, chief of the Guardians of Rivendell. He departed the Undying lands with his brethren (though somewhat reluctantly), fought valiantly against Morgoth, and survived the downfall of Eregion and the War of the Elves and Sauron. He led a force in the Last Alliance of Men and Elves, as well as commanding the host of Rivendell which took part in the defeat of Angmar in the Battle of Fornost (T.A. 1975). Few of his kind remained in Middle-earth by the end of the Third Age.

Not only a warrior hardy beyond the strength of men, Glorfindel was accounted one of the Wise, and was a member of the Council of Elrond. It was he, at the Battle of Fornost, who prophesied the fate of the Witch-king:

"...Eärnur now rode back, but Glorfindel, looking into the gathering dark, said: 'Do not pursue him! He will not return to this land. Far off yet is his doom, and not by the hand of man will he fall!'"

Lotr III, p 412.

Glorfindel sailed into the West with the Ringbearers at the end of the Third Age, last of the great Elf-lords.

In stature Glorfindel was tall (6'10") and strong of build, with clear, bright blue eyes and golden hair.

Glorfindel's Principal Items:

Sword (Macilrömen) — (Sunrise Sword). A lightweight two-handed sword, Macilrömen has a blade of golden alloy with a huge topaz orb in the pommel. It is a +45 weapon which, when drawn, acts as the Astrologer spell *Aura Blaze*, except *Blinding* attack is to all within 30', and the 25 penalty to all attackers is continuous as long as the sword is drawn. Orcs suffer a -30 penalty to their RR's and are at -50 when attacking Glorfindel. Glorfindel's comrades within 30' gain +30 to all RR's (including morale). The sword also confers *Firearmor* to its wielder, cannot be fumbled if held by an Elf, is a *Holy* weapon, and delivers 3x normal concussion hits. Wielder is also *Hasted* at will, and is able to parry even missile weapons.

Boots — Elven boots which confer all of the Ranger *Running* spells upon the wearer, as well as silent movement, *Traceless Passing* and +50 to climbing.

Tunic — White, with the emblem of his house on the breast. The tunic provides protection as AT 17 (-30) but does not encumber.

Lorglin (Gold-gleam) — A lesser Elven ring made by Celebrimbor before the great Rings were made with Annatar's "help", it is gold with a yellow topaz. Lorglin grants the wearer +30 to his DB, *Regenerates* him at the rate of 3 hits/rnd, is a x6 Mentalism PP enhancer, and will cast *Invisibility* 6x a day.

Glorfindel's Special Powers:

Healing — Like many of the greater Elves who lived in Aman, Glorfindel possesses some limited intrinsic healing powers, as if he knew the Channeling *Purifications* and *Concussion's Ways* lists to 10th level.

VILYA, THE ELVEN RING OF AIR

Mightiest of the Three Elven Rings of Power, it was given to him by Gil-galad just before his departure as co-general of the Last Alliance of Men and Elves against Sauron. As long as Sauron did not possess the One, the holders of the Elven Rings were left free to utilize them to the fullest.

It certainly seems that, despite Rivendell's location in a narrow valley with a concealed entry, it is amazing that the place remained hidden for so long. Sauron's servants were scouring the countryside and yet seemed unable to penetrate the veil about Imladris. Indeed, Rivendell and Lórien held a special, elusive status in Sauron's mind. Of Lórien Sauron was aware, surely (and no doubt suspected who was at the heart of that realm) but without the One Ring he was unable to penetrate its misty veil and see to Galadriel. He must have been aware of the enchanted nature of the Golden Wood and the Hidden Vale, and perhaps even suspected that an Elven Ring was at work in each. Yet the Three and their wielders — while the One was lost — were so powerful that the Dark Lord was unable to act upon his suspicions.

Vilya's specific powers:

(1) Continuous Mystic Base *Unpresence*; *Nondetect* spells; Mentalist *Inner Wall*. These spells can also be enacted with a radius to shield an entire area.

(2) Doubles Resistance level of wearer when resisting the Dark Lord's detection powers.

(3) User may employ a continuous *Prayer* spell (RR and

maneuver bonus) adding +30 to all friends within 30' or in sight.

(4) +33 to Constitution Bonus and to Defensive Bonus.

(5) Allows wearer free use of the Mentalist lists *Gas Manipulation*, *Solid Manipulation*, and *Liquid Manipulation* to 60th level. Ranges variable but usually 10-100x normal range listed. For example, Elrond could control the Bruinen, and was able at need to influence the weather in the entire valley.

(6) All healing done by wearer has one third normal recovery time, and recovery is always complete (with a few exceptions).

(7) Wearer (or whomever he touches) regenerates at the rate of 10 hits/rnd.

(8) Wearer cannot be stunned.

(9) Vilya acts as a x9 PP Enhancer (any profession).

Perhaps more than the other two rings, Vilya is of healing and strengthening. Narya shielded a land of complete repose — almost retreat; Narya kindled hearts to action. It was in Rivendell where Vilya abode that decisions were made and courses of action determined.

In appearance (to those who are able to see it, only the Ringbearers and few others of the Wise) Vilya is a ring of pure yellow gold set with a large, clear blue sapphire.

Spells — 1200 PP. x6 PP item. Glorfindel knows Mentalist base *Mind Speech* and *Presence* lists to 10th lvl, *Brilliance* to 20th lvl, *Mind Mastery*, and *Cloaking* to 10th lvl.

Glorfindel's Lesser Items of Note:

Cloak which adds 50 to hiding bonuses; **circlet** which acts as a full helm; **bracelets** which protect the lower arms as greaves and prevent wrist/forearm criticals 60% of the time.

5.22 ARWEN UNDOMIEL

"Young she was and yet not so. The braids of her dark hair were touched by no frost; her white arms and clear face were flawless and smooth, and the light of stars was in her bright eyes, grey as a cloudless night; yet queenly she looked, and thought and knowledge were in her glance, as of one who has known many things that the years bring."

LotR I, p 299.

Arwen was the beautiful Eldarin daughter of Elrond and Celebrian. Born in T.A. 241, she lived with her family in Rivendell (S. "Imladris") through much of her life, though she made frequent visits to her grandparents Galadriel and Celeborn in Lórien. After the War of the Ring she married Aragorn in T.A. 3019 (after a 39 year engagement). At the time she was over twenty-seven hundred years old.

Arwen moved to Minas Tirith in Gondor following her wedding, and she lived there as Queen until her husband's death in F.A. 120. She then retreated to Lórien, where she spent her last months. Upon her passing in the winter of F.A. 121, she was buried on the Cerin Amroth, where she and Aragorn had pledged their love some 162 years before.

Like her father Elrond and her uncle Elros, Arwen had the choice of life accorded to all the Half-elves (S. "Peredhil"). She could live and die as a mortal human or she could select the course of the immortal Firstborn. After marrying Aragorn, she chose his fate, and thus became mortal. Arwen gave Aragorn a number of children, including one son.

Because of her glowingly dark beauty (reminiscent of her ancestor Lúthien) and the waning of the Elves' presence in Endor, she was known as the Evening Star of her people.

Arwen's Principal Item:

Elven Cloak (Imladagollo) — (S. "Cloak of the Deep Valley") This hooded, grey-green cloak provides wearer with a +50 bonus for hiding and stalking maneuvers and enables wearer a +100 bonus for climbing, acrobatics, or landing maneuvers.

Crown of Arwen — This delicate, mithril symbol is shaped like a leafy wreath. It is a x6 (Mentalism/Channeling) PP multiplier which negates 60% of head criticals (roll 01-60) and acts as a full helm (without impeding spell-casting).

Arwen's Special Powers:

Spells — 45 PP. x6 PP multiplier. Knows all Bard base lists to 10th lvl; knows five Open Mentalism lists to 10th lvl.

Arwen's Lesser Items of Note:

Long-knife acts as a +45 *Holy* rapier which yields a 20th level *Sleep* spell whenever it delivers a critical strike (1 rd per 10 RR failure); **royal gowns** are non-encumbering and serve as AT RL/12 (+35 DB) and provide wearer with +25 bonus for all moving maneuvers).

5.23 CELEBRÍAN

A true Eldarin lady, Celebrían is the only child (apparently) of Celeborn and Galadriel, the wife of Elrond, and the mother of Elladan, Elrohir, and Arwen Evenstar.

Tragically, Celebrían's travelling party was ambushed on a trip from Imladris to Lórien and overwhelmed by Orcs of the Misty Mountains. Though she was rescued fairly soon by her sons and healed of poisoned wounds by Elrond, she suffered so that she became weary of Middle-earth and sailed over the Sea within a year.

Celebrian was gentle, peaceful, kind and quiet. Naturally, from her lineage she is noble in bearing, tall (6'5") and blonde. But she does not care for things of violence: weapons or armor or war. Nor does she carry herself with the arrogance or pride of so many in her family. Rather she is meek and unobtrusive. She delights in children, hearth and home, family, gardens, and things of quiet beauty. Often, in the evenings, she delights in taking walks or swimming in the ponds and streams of blessed Imladris.

Celebrian's Special Powers:

Spells — 70 PP. x7 PP multiplier. Knows all Seer base lists to 30th lvl, all Open and Closed Mentalism to 20th lvl.

Celebrian's Lesser Items of Note:

Silver or white gowns (+30db, +20 moving maneuvers, +25 S/H), +30 silver laen dagger, x7 PP Mentalism golden rod (non-attack spells do not fumble, store 3 spells up to 20th level, Seer spells ranges multiplied x5, *Displacement III* 3x/daily).

5.24 ELLADAN AND ELROHIR

Elladan and Elrohir were the twin sons of Elrond and Celebrian. They swore vengeance against all Orcs when Celebrian was captured and held. The brothers succeeded in rescuing their mother but never forgot her suffering and hunted Orcs relentlessly thenceforth.

Elladan and Elrohir demonstrated their thoroughly heroic and wise characters often in the War of the Ring. They rode to the north with the Dunedain to aid Aragorn; they accompanied him through the Paths of the Dead, and fought their way to Pelargir. They sailed from there with the host of Lebennin and Langstrand and arrived at a critical time during the battle of the Pelennor fields.

In addition to these mighty exploits, both were permitted to sit in on the councils of the Lords of the West and may have even been considered lords themselves.

The brothers were Half-elves and so had the same choice as that of Elros and Elrond: human life and mortality, or Elvish life with immortality. They eventually chose to remain with the Dunedain into the Fourth Age after Elrond had departed over the sea, choosing mortality along with their sister Arwen.

Elladan and Elrohir's Principal Items:

Swords — Gurthdur (S. "Death of the Dark," Elladan's) and Gordur (S. "Dread of the Dark," Elrohir's), sisterswords, +20 mithril, of slaying Orcs and Trolls, glows cold blue in vicinity of Orcs (dim within 1000'; very bright within 100'); casts *Haste X* on wielder 3x/day.

Bows — Cubiagol (S. "Sudden Bow", Elladan's) and Cucaran (S. "Red Bow", Elrohir's), sister bows, tasarung and ogamur +25 bows, fire every round with no penalty, all ranges are tripled, concussion hits are doubled, silent.

Cloaks (Menelcollo) — (S. "Cloaks of the Sky") add 30 to DB, continuous *Landing True*, *Great Leap* 5x/daily, normally sky blue but change color to that of surroundings if desired (+50 hiding), cloaks allow gliding from heights (drop 100'/rnd and sail 100'/rnd) as often as desired (requires a high point to drop from).

Elladan and Elrohir's Special Powers:

Spells — 100 PP. x4 PP multiplier. Know all Ranger base lists to 20th and 4 Open Channeling to 10th lvl.

Elladan and Elrohir's Lesser Items of Note:

Plate armor of deep blue steel and mithril (AT:20 DB:+20, has only a 20 minimum maneuver penalty); **ring** (x4 PP. can move without leaving footprints or making sounds continuously).

5.25 ERESTOR

Elrond's Chief Counsellor, Erestor is a Noldor of considerable lineage. He was a scholar of some notoriety in Ost-in-Edhil, and fled with the other survivors of Sauron's assault.

Erestor's Special Powers:

Spells — 80 PP. x5 PP multiplier. Knows all base Seer lists to 30th lvl, all Open and Closed Mentalism to 20th lvl.

Note: If given the opportunity, Erestor usually casts *True Aura* and *Displacement III* before combat.

Erestor's Lesser Items of Note:

Staff (mallorn with a crystal sphere, x5 PP enhancer for Mentalism, allows caster to cast Open or Closed Mentalist spells at 1/3rd normal cost), broadsword +25 (grey laen, casts *Paralyze I* 5x/day), full shield +20. SL21.6

5.26 GILDOR INGLORION

A High Elf of the House of Finrod, Gildor dwelled in Rivendell but wandered in western Middle-earth frequently. He was leader of a group of Eldar who encountered — and inadvertently rescued — Frodo while travelling to Lindon.

Gildor's Principal Items:

Pendant: +5 Bardic PP enhancer, it also allows up to 3 spells to be stored and cast at will. The pendant is of gold with a suspended large faceted adamant.

Gildor's Special Powers:

Spells — 30PP. +5 PP multiplier. Gildor knows all **Bard** base lists to 30th level, as well as **Mentalist Brilliance**, *Detections* and *Anticipations* to 10th level.

Gildor's Lesser Items of Note:

Shimmering tunic adds +30 to DB.



GILDOR INGLORION

5.27 HILVANAR

A Silvan Elf, Hilvanar (S. "Fair-haired Follower") has unusually light, golden-blond hair for one of his kin. He is one of the most carefree of the Elves of Rivendell, even more so than his kin are by nature. A lighthearted song is always on his tongue, and no one in the hidden vale has been spared his biting wit. He — like his brethren at Rivendell — spends much of his time outdoors, tending the vineyards which are his pride and joy. He is also known for sometimes imbibing too much of their potent wine, becoming quite humorous in his caperings. Some of the more serious Noldor disapprove of his attitudes, but his intentions are good and he takes his responsibilities seriously.

Hilvanar's Special Powers:

Spells — 50PP. x5 PP multiplier. Hilvanar knows all base **Bard** lists to 10th level.

Hilvanar's Lesser Items of Note:

Flute, 2x range for all spells involving sound. Bracelet, x5 PP enhancer.



5.28 ASCARNIL

Ascarnil got his name (S. "Impetuous Youth") because he seems to have never outgrown a certain recklessness, a trait extremely rare among Elves. Some believe that it is his height (or lack of it: Ascarnil stands a mere 5'9" tall) which fuels a desire to prove his bravery. As one of the scouts of Rivendell, he is often abroad in Rhudaur to keep Elrond informed of activity there. Unfortunately, Ascarnil frequently tries to deal with a problem on his own. More than once he has barely made it back to Rivendell, wounded in an encounter with a band of Orcs or a Troll.

In addition to being slight of build (his most striking feature), Ascarnil has green eyes and sandy-brown hair.

Ascarnil's Principal Items:

Sword — Rûnya (Q. "Red Flame"), an unsubtle broadsword appropriate for Ascarnil's fighting style. It glows with a yellow light in the vicinity of Orcs, red near Trolls. It bursts into bright flame on command, delivering a Heat critical of same severity as any other given; it is also of *Troll-Slaying*. What Ascarnil seems to be unaware of, however, is that the sword attracts Trolls. All Trolls within 3 miles of the sword must resist versus a 3rd level Channeling attack or be drawn to the sword. All within 300 feet must resist vs 30th level or be drawn. Trolls do not know why they are attracted; only that they must go. They find the summons irritating and are invariably angry by the time they find Ascarnil.

Ascarnil's Special Powers:

Spells — 60PP. x5 PP multiplier. Ascarnil knows **Ranger** Base lists *Path Mastery*, *Moving Ways* and *Nature's Ways* to 10th level. He also has the ability to speak to foxes, a curious skill he learned from his Silvan mother.

Ascarnil's Lesser Items of Note:

+15 Leather armor, reinforced with green-tinted strips of metal. Acts as AT 10 (-20), but encumbers as AT 5; +20 Composite bow; hooded cloak which adds +50 to hiding in woods or heavy underbrush.

5.29 VILYADHOL

A somewhat absent-minded Sindarin Elf, Vilyadhól is nevertheless the chief gardener and herbalist for Rivendell. His skill with plants is almost unequalled, and Elrond himself often defers to the gardener on matters of healing herbs. In other areas, he is less than completely reliable, however. He has a tendency to wander away from the house for days without notice, and leave his herb-stores unattended.

Vilyadhól's Principal Items:

Trowel and 3 Pouches — a small plant may be removed from the ground with the trowel and placed in the pouch without any harm to the plant. It can be carried so for up to thirty days, requiring no care or attention, and transplanted with a 95% chance of successfully taking root (assuming suitable conditions in the new environment); **amulet, x6 PP**: a large green gem in the shape of a leaf, outlined with mithril. Vilyadhól wears it about his neck on a fine mithril chain.

Vilyadhól's Special Powers:

Spells — 150PP. x6 PP multiplier. In addition to knowing all **Aminist** base lists to 20th level, Vilyadhól also has the ability to *double* the effectiveness (i.e. herb's level of effectiveness, speed of action, and/or hits healed is doubled) of any healing herb which requires preparation. He has a +50 to any attempts to locate a healing herb in the wild.

Vilyadhól's Lesser Items of Note:

Robes: add +40 to hiding in any environment (they change color to blend in); a belt with 24 small pouches, each of which can hold up to 3 doses of an herb protected and preserved.

5.3 RIVENDELL'S PLACE IN HISTORY

Rivendell was unique to Middle-earth, as were each of the other two western Elven homes of Lindon and Lórien. Neither a large, open colony like the Grey Havens, nor a completely secluded and almost ethereal forest like Lórien, Rivendell was almost like a friendly inn to its visitors, a grand manor to its residents, and a secure meeting place for the Wise of the White Council.

5.31 THE REFUGE

Rivendell, like Lórien, held a very special place in Middle-earth. Elrond and Galadriel were able to exert their wills and (with the aid of their Rings) shield their homes from the eye of Sauron. This becomes an even more amazing feat when one considers how much Sauron must have known about each location. The Golden wood was situated just across the river from Dol Guldur, the Dark Lord's home for a long period in the early Third Age. Rivendell lay on the borders of Rhudaur, a land which was dominated by the Witch-king of Angmar for much of the Age. Thus, just by clear evidence Sauron must have had some inkling of who stood at the center of each haven. Galadriel he knew from his days as Annatar in Eregion, and Elrond he had faced at the close of the Second Age, along with Elendil and Gil-galad, who had defeated him in personal combat. Both Eldar he had cause to hate, and reason to plot bitter vengeance.

Yet both were able to cloak their minds and homes from the mind of the Dark Lord, each according to their purpose. During the Second Age their positions were much more perilous, for while Sauron held the One they dared not use their Rings for fear of being detected and even overcome. But with the dawn of the Third Age and the disappearance of the Ruling Ring the Three were freed to heal the wounds of the land. Apparently one such as Elrond, with the aid of a Ring of Power, was able to bar Sauron's thought — to inhibit even the idea of his location or intentions. As Galadriel said to Frodo:

"I perceive the Dark Lord and know his mind, or all of his mind that concerns the Elves. And he gropes ever to see me and my thought. But still the door is closed! ...He suspects, but he does not know — not yet... if you fail, then we are laid bare to the Enemy."

LotR I, p 472.

Thus it was not until the Black Riders followed Frodo to the very borders of Rivendell did Sauron learn of the location of an Elven haven. Even so, however, he was unable to bring his will to bear against one such as Elrond, wielding Vilya. The Nazgûl dared to try to storm the Vale, and were turned back, their mounts destroyed. Dispersed, they were forced to flee to Mordor with uncertain news for their Master.

5.32 THE WHITE COUNCIL

The body which was known to its members as the White Council is one of the most long-lived in the history of Middle-earth. Made up of (at various times) members of the High Noldor (and perhaps a few other select Elves, such as Círdan, a Sinda Teleri) and the Istari, it met at irregular intervals to discuss strategy in combating the incarnations of evil in the world. From its inception in S.A. 1780 the Council always met at Rivendell — though at that time it consisted only of members of the High Noldor. Following is a synopsis of a few of their most important meetings:

T.A. 2463 — The White Council was reformed at Galadriel's request, including the Istari. Although she desired Gandalf to rule the group, Saruman took that role, being head of the Order of Wizards (Heren Ithryn).

T.A. 2851 — The Council met again, to discuss the Ring. At this time Gandalf first began to suspect Saruman's motives — although he still apparently had not idea that the White Wizard was being corrupted.

T.A. 2941 — The Council drives Sauron from Dol Guldur. This was when Gandalf was forced to leave Bilbo and the Dwarves to themselves in Mirkwood — which almost led to disaster for that party. And in the end the Council's action on this date proved pointless, for Saruman had long anticipated their attack, already having made Mordor ready to receive him again.

T.A. 2953 — The last recorded meeting of the Council. By now Saruman had a fairly good idea about the whereabouts of the Ring, having traced it to the Anduin where Sméagol and Déagol fought over it. Saruman, however, lied to the Council, claiming that it had most likely rolled into the sea.

The Membership

As noted above, the original Council of the Wise consisted only of the Lordly Elves — notably Galadriel, Elrond, Círdan, Glorfindel, and others of the High Noldor. The Istari had not yet arrived in Middle-earth.

Around T.A. 1000, the Istari came and it soon became apparent that their cause would be best served by uniting with the Eldar. The Council theoretically included all of the Wizards, although Alatar and Pallando came rarely and only to the earlier meetings. As the Age wore on they became more embroiled in affairs of their own in the East. Radagast attended most meetings, but was easily distracted, contributing very little.

It is apparent that Galadriel, Elrond, Gandalf and Saruman were the prime movers in Council policy, and that Saruman so dominated the deliberations that they were lulled into complacency for many years, believing that the One Ring was indeed somehow lost. Their trust betrayed them, however, for this most persuasive speaker was only biding his time, waiting for the Ring to make its appearance.



The White Council

6.0 RIVENDELL

The “Last Homely House East of the Sea” was in fact much more than a house, or even than most mansions. Though unpretentious in design, Elrond’s home encompassed a complex of great halls and elegant houses. The residence of the Noldorin survivors of Eregion and Ost-in-Edhil was no rustic cabin.

6.1 THE VALLEY

Elrond’s realm is nestled in a deep, narrow valley lying between the north and south forks of the *Bruinen* (S. “Loudwater”) river. Protected on the north and east by tall spurs of the Misty Mountains, and on the west and south by the river, the vale has formidable natural defenses. These are certainly not enough to have kept it sheltered for so many millenia from the spies of the Dark Lord, however; only by the power of Elrond was the Hidden Vale made safe.

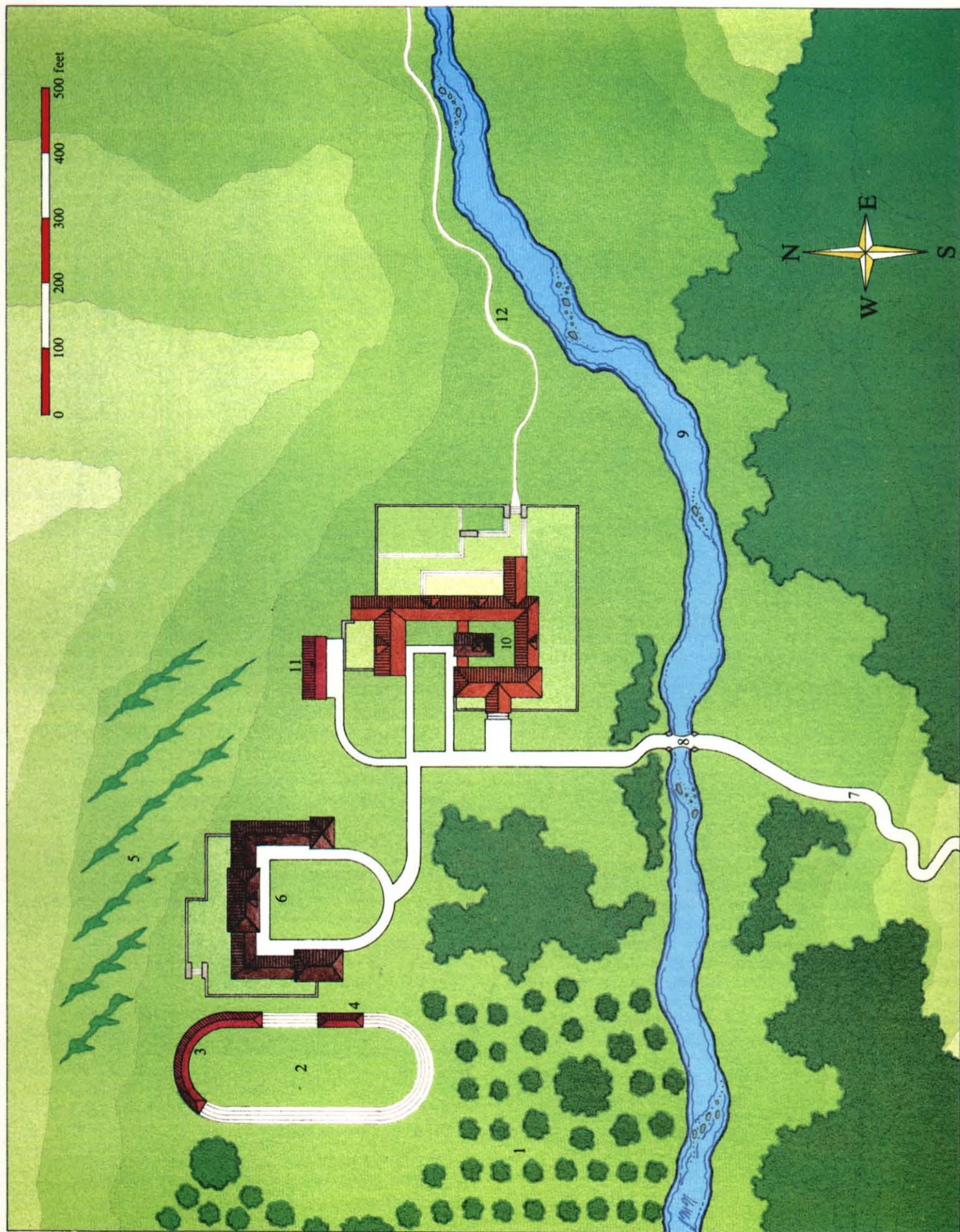
The only entrance into Rivendell from the west is over the ford, through a dense wood which covers the southern bank of the Bruinen (south fork), down a steep winding path and across a stretch of meadow to a narrow bridge.

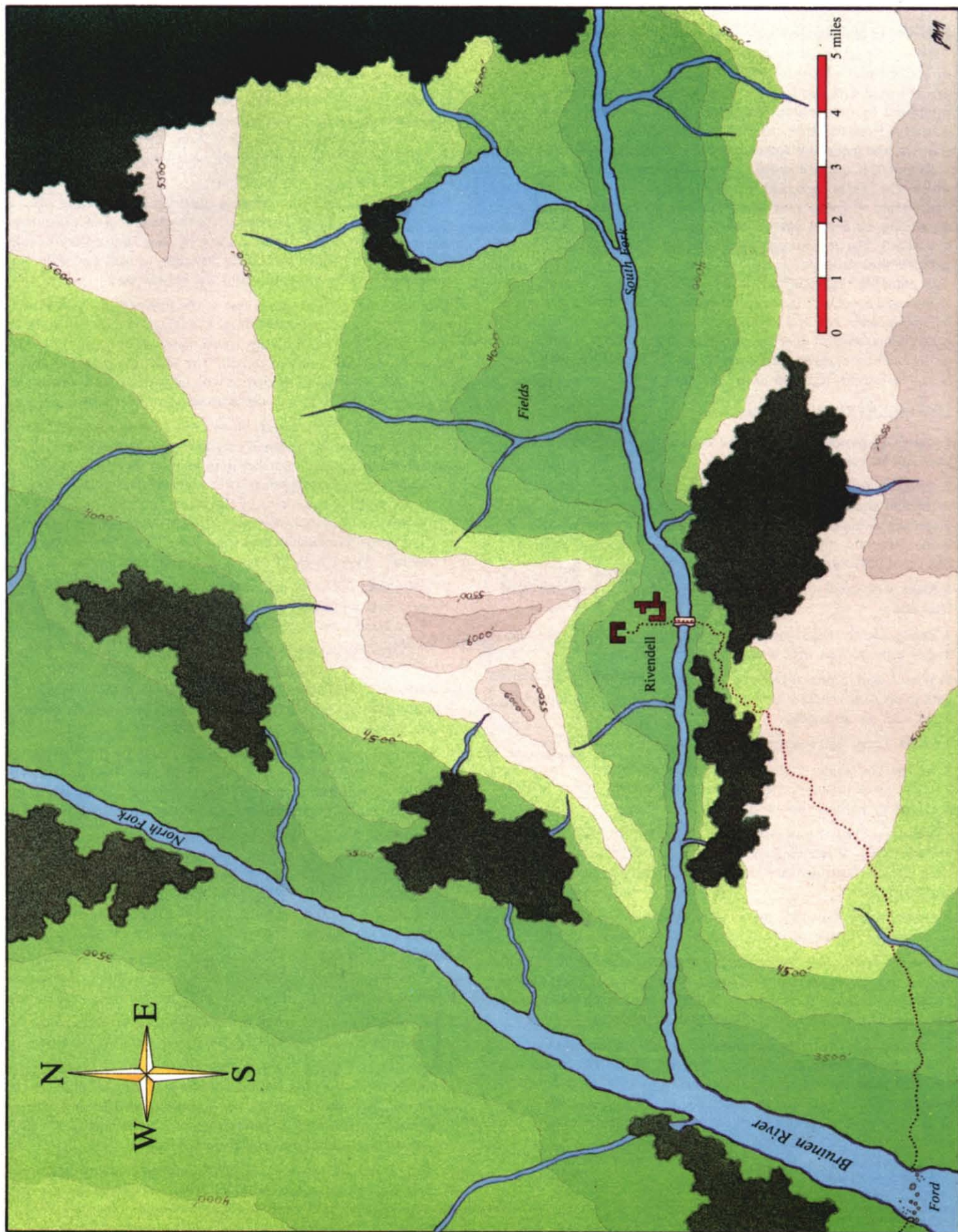
East of the house the valley widens somewhat, opening onto a number of orchards, vineyards and tilled fields. A small pond, fed by chill streams, waters the land and further isolates the valley.

AREA MAP KEYS

The Building Complex

1. **Orchard.** Apples are cultivated in this grove; other fruits are grown in orchards in the western part of the vale.
2. **Gaming Field.** The large outdoor arena accomodates spectators for the many athletic games played by Elves. Although the Sindar and Silvan tribes are less enthusiastic about organized athletic games, the competitive Noldor enjoy a number of team and individual contests. The structure is built of stone and can seat several hundred.
3. **Covered Seating.** This section of the stands is protected by a permanent roof and is walled across the back.
4. **Stables.** In addition to being a covered entrance, under this section are located the stables of Rivendell. Large and clean, these stables are the home of some of the finest light horses in the West.
5. **Vineyards.**
6. **West Hall Complex.**
7. **Path.** This road leads to the Bruinen Ford.
8. **Bridge.**
9. **Bruinen (South Fork).**
10. **Elrond’s House.** This is the main house proper, the first building constructed at Rivendell and Elrond’s home.
11. **Workshops.**
12. **Path.** This stone-paved way leads west along the Bruinen to the fields on the other side of the ridge.





6.2 THE MAIN HALL

This is the center of Rivendell, home of its lord and most of the surviving Eldar of Ost-in-Edhil. In design, the hall is constructed of fieldstone with the larger rooms vaulted in stone, smaller ones supported by oak beams. The roofs are all slate, sprouting with chimneys from the many hearths within. All windows have sturdy shutters, and most have some decorative leading and stained panels.

Rivendell is a much more modest structure than most of those which the Eldar designed in Ost-in-Edhil — sturdy with an understated elegance. Every room is richly appointed, the beams in the ceiling are deeply carved, the interior walls are all panelled in rich woods. The beds are soft and comfortable and the food is always plentiful and delicious.

In plan, the Main Hall is built on a raised plot, and wraps around an enclosed courtyard. In the center rises a tall central structure, which houses the main hall and bell tower. Around the courtyard are many guest rooms, resident quarters, and quiet sitting rooms. A north wing of the hall houses more rooms, mostly for the many Elves who reside here. Northward, right up under the cliffs lie the workshops.

LOWER LEVEL (North Wing Level 1)

1. Lower Courtyard. A paved track leads to the kitchens, where supplies can be easily dropped off.

2. Kitchens. Although all of Rivendell's residents don't normally dine in the hall above, this large kitchen is well equipped and capable of preparing a king's feast. The large hearth along the north wall is only the main one; many stoves in the room have flues connecting to this main chimney.

3. Stairs. This small stairway connects the kitchen directly to the Great Hall above.

4. Pantry. Mostly underground, this room remains cool all year round, and is kept stocked with a variety of perishables.

5. Wine Cellar. Some of Dorwinion's finest vintages are here, along with many of Rivendell's own wines. Along one wall are large casks filled with ale and mead.

6. Stairs. Large stairways connect the various levels of the complex.

7. Baths. This room is actually a complex of chambers, including a steam room, a sauna, a small pool, and bathing rooms. Heat is provided by natural thermal pools.

8. Quarters. These are all residential suites of Silvan Elves who work in the kitchens or related activities. Many of the Elves share a suite. Each includes a sitting room and bedroom, with a heating stove and sanitary facilities.

9. Quarters. Similar to #8, these rooms open directly onto the courtyard and are homes to other Elves who work in Rivendell.

10. Secret Door. This trap door is Extremely Hard (-30) to find, leading to a secret passage. The passage connects to a similar panel under the stairs in the Workshop, allowing the inhabitants to pass from one area to the other without going outdoors.

11. Workshops. This building houses some of the lighter crafts, such as woodworking and glassblowing. The lift in the SW corner is a mechanical device operated by use of counterweights and flywheel, leading down into the forges underground. The lift can be locked at the top with a complex key, effectively barring access to the underground complex. (See 6.3 for Forge details).

LEVEL 1 (North Wing and Outbuildings Level 2)

1. Entry. The paved road from the river runs past this entrance, with many stone steps leading to a roofed portico.

2. Foyer. Double doors of thick oak panels guard the main entrance to Elrond's house. They can be locked and are Extremely Hard (-30) to pick, but are usually only latched. Since there are Elves about the house at all hours, there is little chance (10%) that the foyer would be unattended.

3. Hall of Fire. This large room is the principle gathering place of the house. Lit primarily by a huge hearth which is always kept burning, it serves as a hall for the singing of songs and telling of tales. The room is furnished with many benches, as well as comfortable chairs and cushions spread about the perimeter.

4. Library. Elrond's library is one of the most extensive in Middle-earth, holding his collections from as early as the First Age. In addition to books, there are many rolled maps, covering the entire continent (in varying levels of detail). The walls are panelled in dark woods, and the room is furnished with large tables and comfortable wing-backed chairs. Spiral staircases allow access to the upper level.

4A. Secret compartment. Shccr Folly (-50) to discover, this compartment holds Elrond's Spell-books. Although the Lord of Rivendell no longer needs to refer to these tomes, they are useful to those learning spells (they may be cast as Runes, 1 use each, unless one is of the realm and has the intrinsic power to cast such anyway, in which case they are re-useable). The books include all **Open** and **Closed Mentalist** and **Channeling**, **Base Cleric**, **Healer**, **Lay Healer** and **Bardic** lists.

4B. Desk. This large oak desk has several drawers filled with pens and writing materials. In the back of one drawer is a Very Hard (-20) to find secret compartment, within which is a packet of 10 sheets of rune paper, capable of holding 30th level spells.

5. Enclosed Colonnade. This roofed walkway faces the courtyard and is protected by leaded glass doors all around. The doors can be opened in fair weather to allow free air circulation.

6. Enclosed Loggia. Columns along both sides of this hall enclose finely-made full length windows, which can be opened. This breezeway overlooks from above the lower court to the north and faces the inner courtyard on ground level to the south.

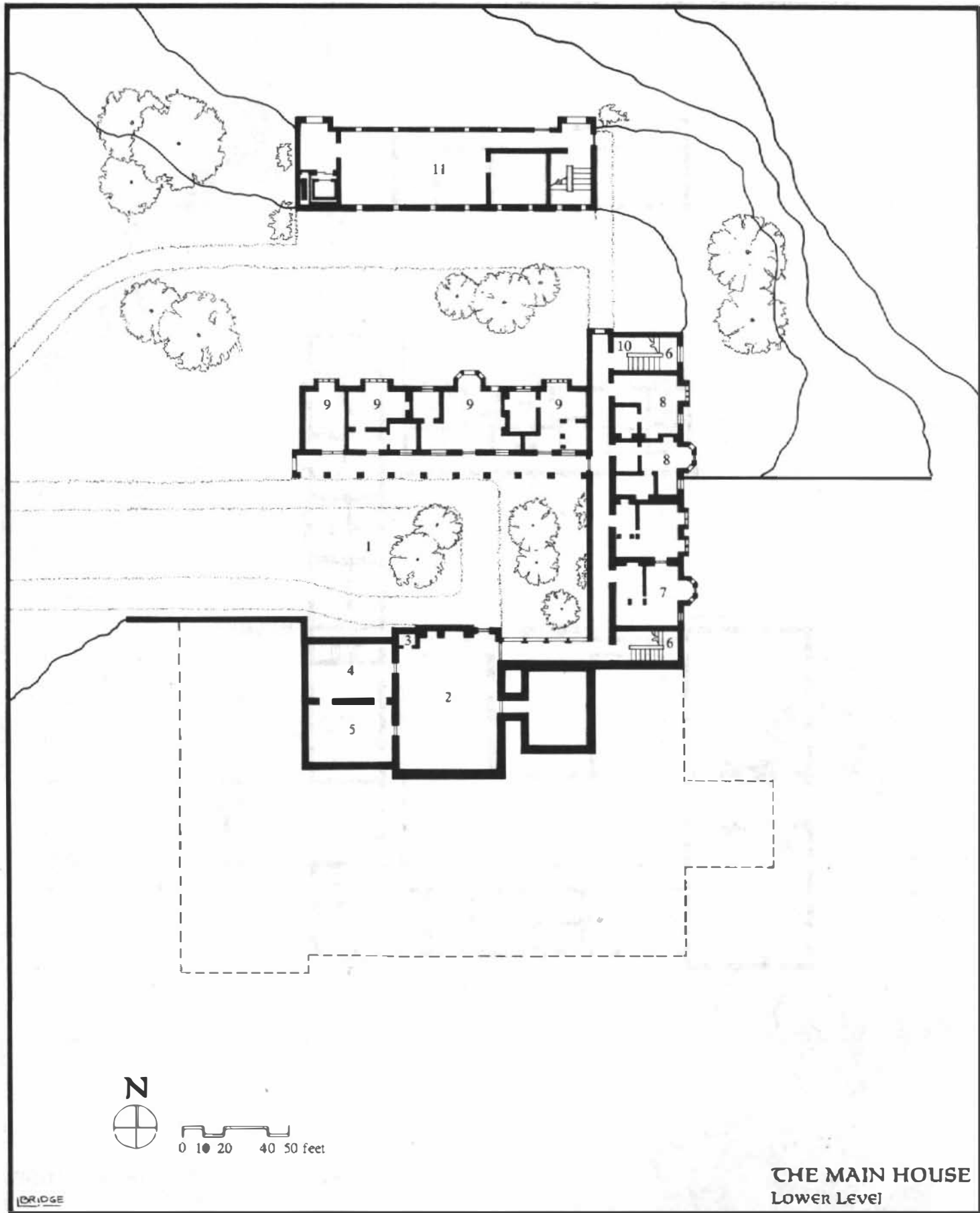
7. Great Hall. Elrond's dining hall is a high-ceilinged room supported by beautiful wood vaults. One long table dominates the chamber, while several other tables stand along the walls for very large gatherings. Colorful tapestries hang from the walls, and tall windows on the north and south walls let in abundant light during the day. At night great chandeliers of crystal and silver are lit, casting a warm glow on the room.

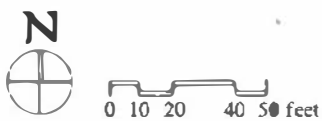
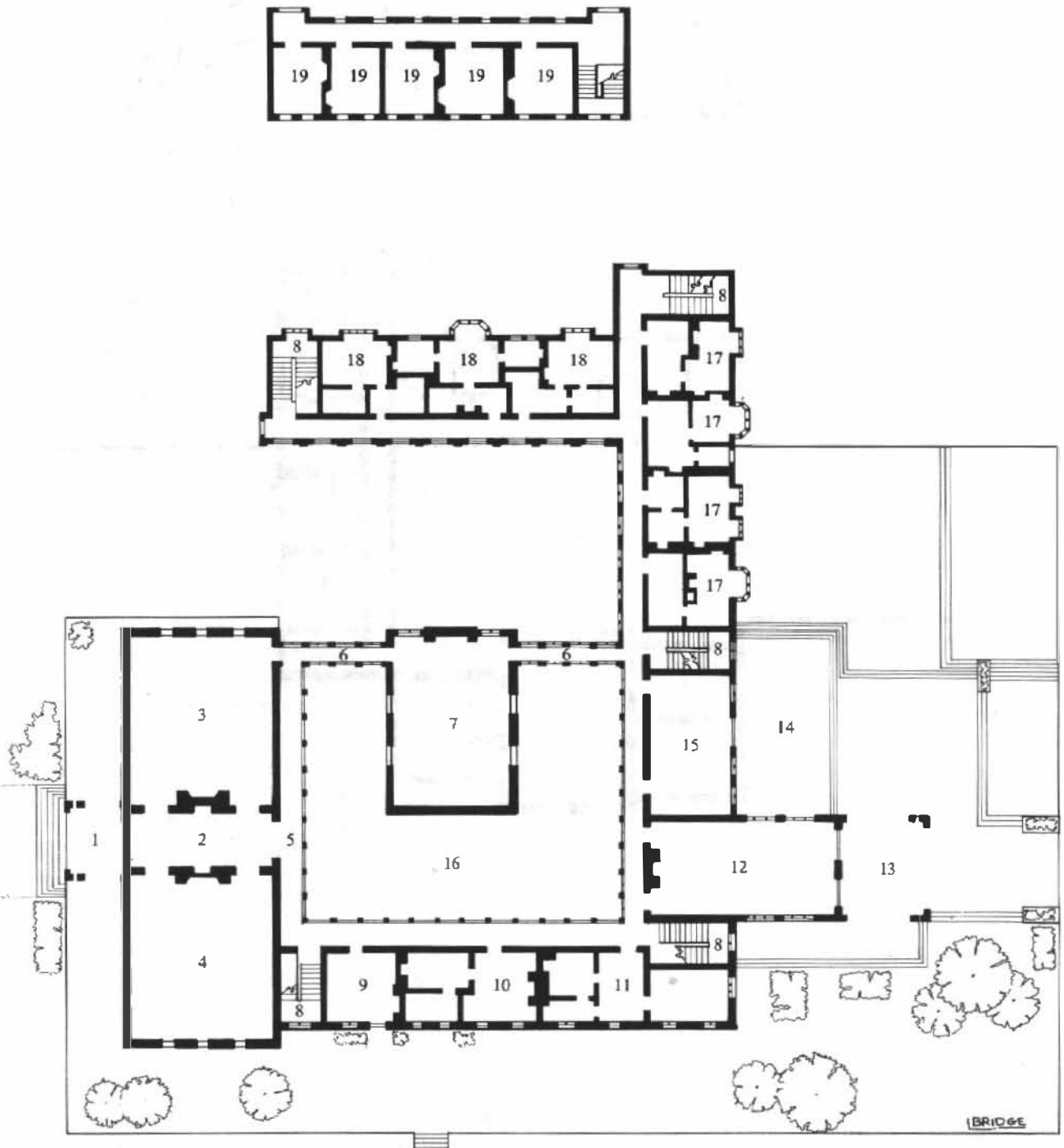
8. Stairs. These large, polished wood stairways connect the various levels of the hall.

9. Morning Room. This small room is furnished in bright colors and is a favorite breakfast room for Bilbo and some of the Elves.

10. Gardener's Suite. Vilyadhof's quarters are simple and modest — and filled with plants. As Chief Gardener and herbalist of Rivendell, he surrounds himself with his work. On one wall are bookshelves filled with tomes on herbs growing and preparation (adding +20 to any attempts to do so once read and absorbed).

11. Bilbo's Suite. From T.A. 3002 to the end of the Age, the stalwart Hobbit makes his home in Rivendell and takes up residence in these quarters. Although the rooms are scrupulously clean, his study is somewhat untidy, with papers and books strewn about his writing desk.





THE MAIN HOUSE
Level One



Bilbo Baggins

LEVEL 2 (North Wing and Outbuildings Level 3)

1. Library (upper level). The upper level of the library is actually little more than a walkway about the perimeter lined with more stacks. Most of the shelves up here hold scrolls and maps. The northern area is larger, however, and has a few tables and chairs for study.

2. Stairs.

3. Guest Suite. Richly appointed rooms for guests of Elrond.

4. Guest Suite. As #3.

5. Guest Suite. This corner suite was Gandalf's favorite lodging.

6. Arwen's Suite. These rooms are home to Elrond's daughter. Elegantly furnished, they are clearly a lady's rooms.

7. Quarters. For Arwen's Ladies-in-waiting.

8. Enclosed Loggia.

9. Balcony. Wrapping around the fireplace chimney and along the north wall, this walkway overlooks the dining hall.

10. Enclosed Colonnade. Overlooking the courtyard, the colonnade is protected by a glass wall.

11. Quarters. Fine rooms for the residents of Rivendell. These are on the top level of the north wing and the windows are all dormers.

12. Loft Suite. Somewhat more isolated, these suites are built in the upper part of this hall, with sloping ceilings and dormer windows.

13. Loft Suite. As #12, but accessible only via the western stairway.

14. Workshop Storage Loft. A variety of lighter materials and tools are kept here, including a number of unusual woods.

12. Council Chambers. A large chamber, furnished only with a long oak table and many comfortable chairs, this room is where Elrond holds all of his meetings with advisors. The Wise gathered here for the White Councils, and the fate of the One Ring was decided in this chamber. The ceiling is flat, white plaster supported by dark beams; the walls are panelled, broken by many windows as well as glass doors opening north onto a porch and East to a roofed portico. As with all glass doors on this level, these have sturdy wooden shutters which can be closed over them on the outside for protection.

13. Portico. A roofed porch adjacent to the Council Chamber, this stone-flagged area is open to the elements.

14. Porch. A wide area floored with smooth grey fieldstone, this east-facing porch is a popular gathering place in the mornings. Sturdy stone furniture is set about the area.

15. Sitting Room. With many tall glass doors opening onto the porch, this room is light and airy, especially on sunny mornings.

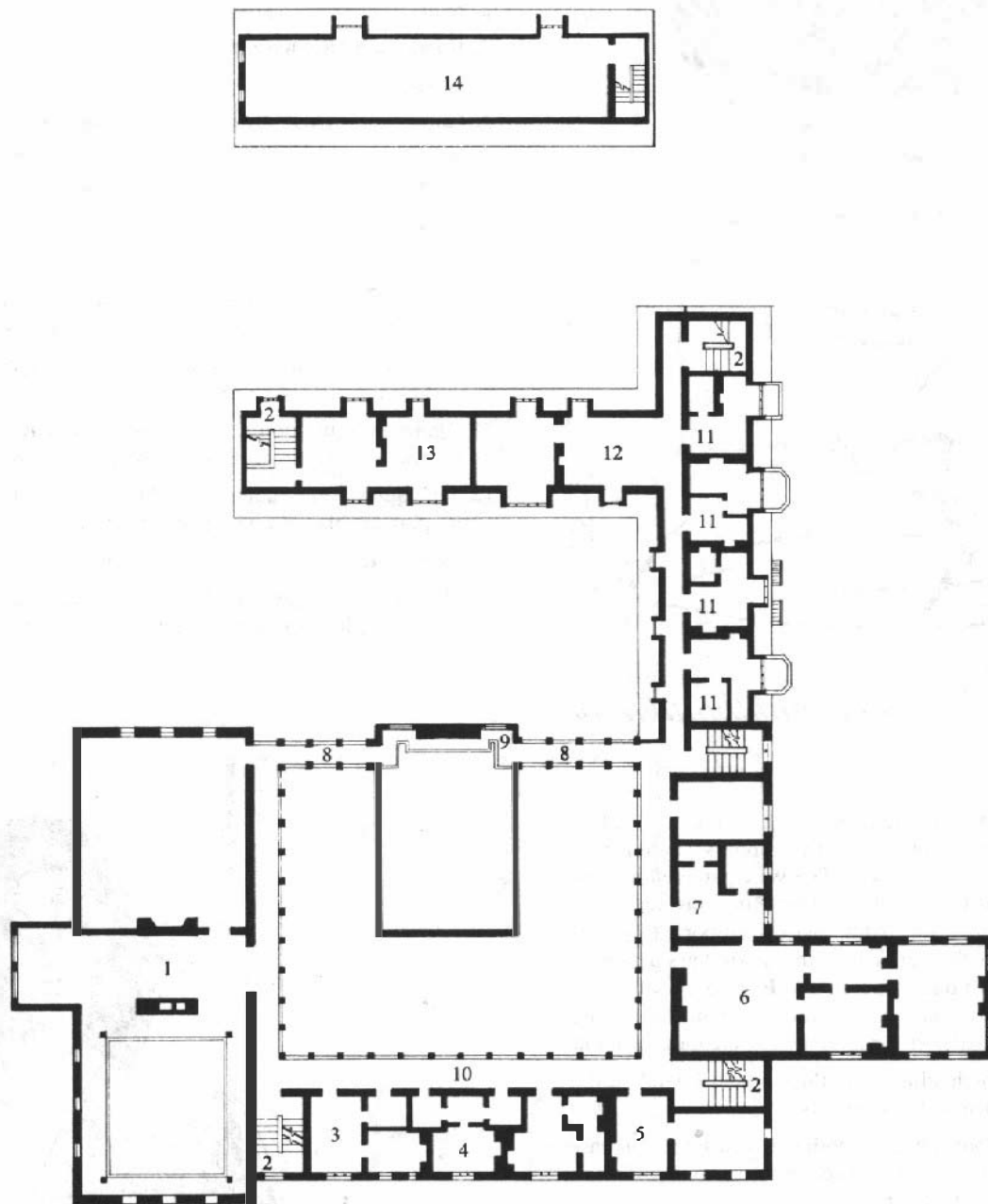
16. Courtyard. Paved around the perimeter, this courtyard is grassy in the center, with a number of small flowering trees as well. In the center is a great fountain, fed by a spring far underground. This spring also provides water for the kitchens below.

17. Quarters. These light, east-facing rooms are on the second floor and house a number of Elven residents.

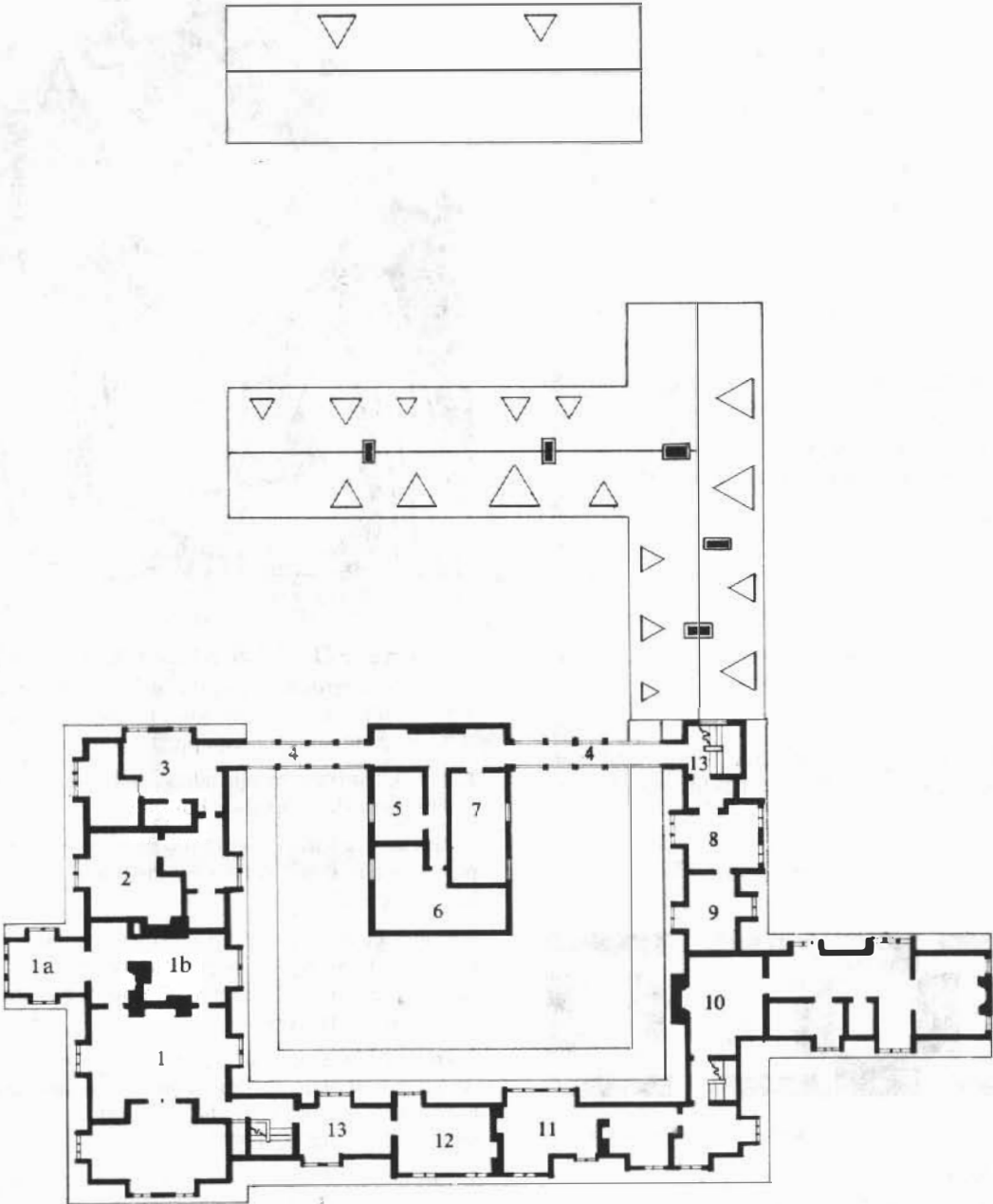
18. Quarters. Same as #17, except these rooms face north, with a long corridor overlooking the courtyard.

19. Workshop Quarters. These rooms are home to some of Rivendell's smiths and artisans.

ARWEN



0 10 20 40 50 feet



THE MAIN HOUSE
Level Three

LEVEL 3 (North Wing and Outbuildings Roof)

1. Elrond's Quarters. Spacious yet rustic are the rooms of Rivendell's lord. The many dormered windows allow muted light, and the sloping ceiling gives the room a unique character. These rooms are filled with a vast collection of fascinating (and priceless) treasures Elrond has collected throughout his long life.

1A. Foyer. A secret panel in the chimney, Absurd (-70) to find, as well as being locked and Sheer Folly (-50) to pick, holds the heirlooms of Men: the Sceptre of Annúminas, the Ring of Barahir and, until given to Aragorn, the shards of Narsil.

1B. Elrond's Study. Over the main portico, this room has an unobstructed view westward. Elrond comes here often to contemplate.

2. Erebor's Quarters.

3. Gildor's Quarters.

4. Enclosed Loggia.

5. Drawing Room. Located over the Great Hall, this room is a popular place to retire to after a meal.

6. Winter Sitting Room. A warm room with a southern exposure, this bright chamber is rarely empty in the colder months.

7. Drawing Room. As #5.

8. Quarters.

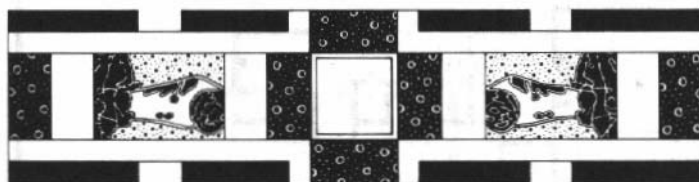
9. Quarters.

10. State Guest Room. Very plush rooms, this is the most richly appointed guest suite in the house. Saruman lodged here when the White Council gathered.

11. Quarters.

12. Guest Quarters. These were Frodo's rooms during his stay. Elrond placed him here so that he would be nearby should complications of his wound develop.

13. Stairs.



TOWER: UPPER LEVELS

Level 4: Quarters. Some of the High Noldor refugees from Ost-in-Edhil reside in these fine rooms.

Level 5: Glorfindel's Quarters. The rooms of this High Noldo are sparsely furnished but elegant.

Level 6: High Observation Room. With a wide view in all directions, this room is ideal as a lookout. The bells above are controlled from here by a set of ropes.

Bell Tower: Accessible only through a trap door and ladder, this tower holds a set of bells, varying in pitch.

GLORFINDEL



6.3 THE FORGES AND EXTRA STORES

This underground complex includes the smithies of Rivendell, which while small compared to the vast complex at Ost-in-Edhil, are still complete and well-equipped.

1. Lift. Controlled by a windlass and counterbalance, this connects the forge to the workshop building above. (See appropriate text.)

2. Tracks. Steel tracks set in the floor connect all areas of the complex. A small flat cart runs on the tracks, easing the movement of heavy materials.

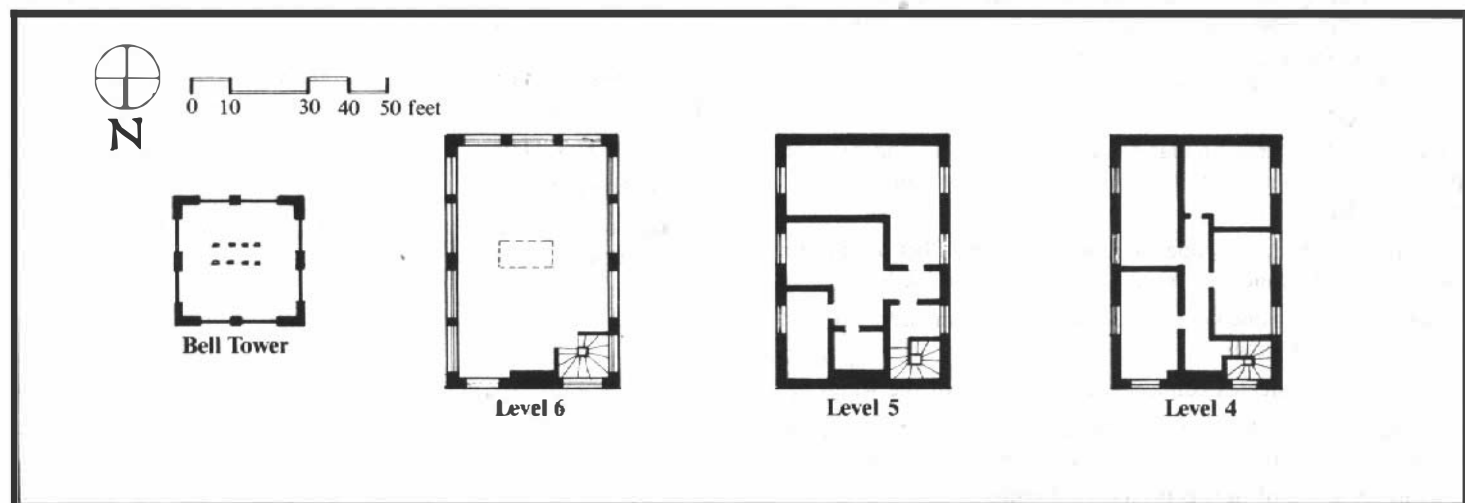
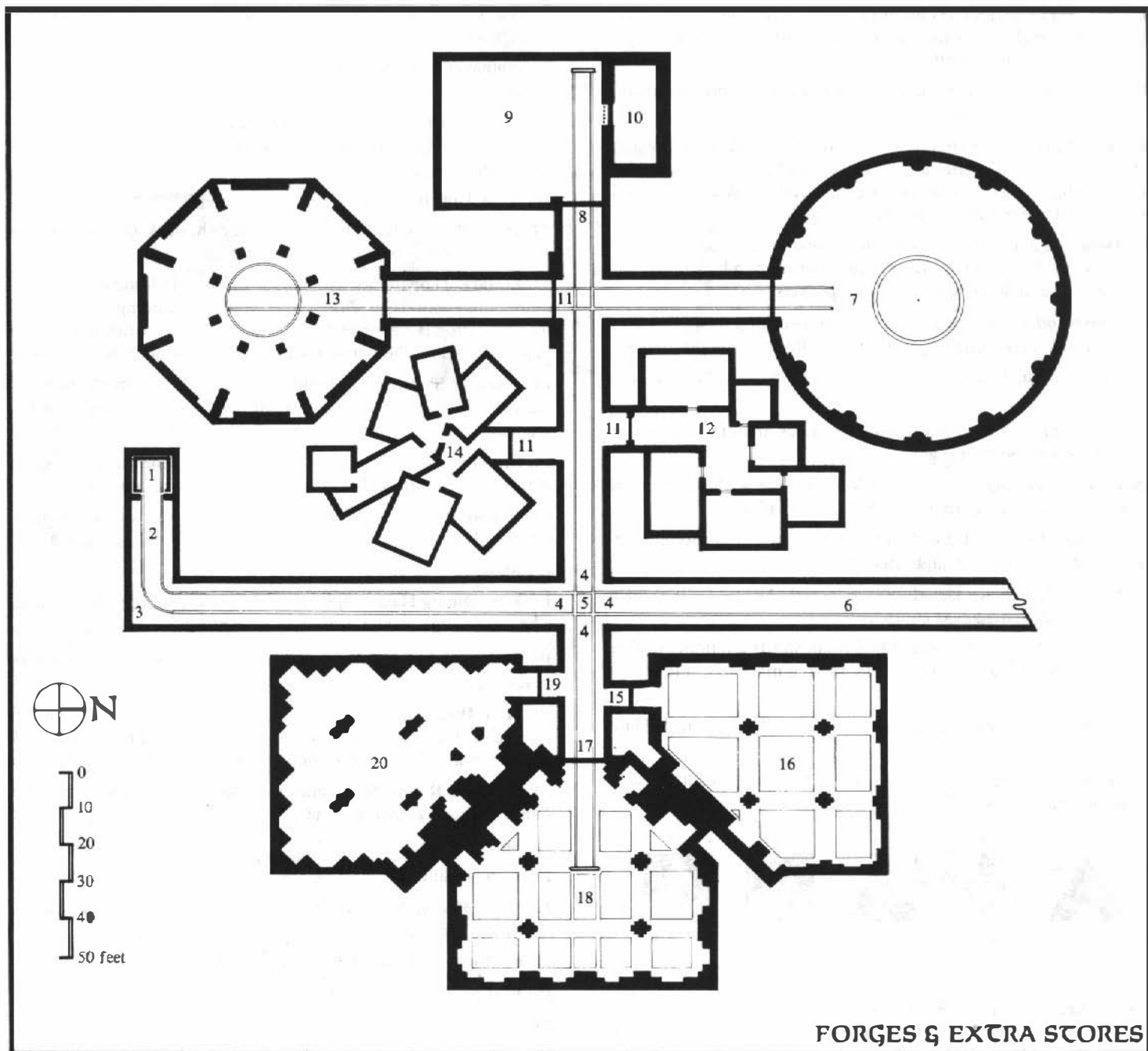
3. Secret Panel. Secret on both sides, this panel is Sheer Folly (-50) to detect. It is opened by pressing three stones in the wall nearby in the correct order. This (once the door is even detected) is Extremely Hard (-30) to perform.

4. Doors. These large steel panels are controlled from a lock in an adjacent wall plate. Each is opened by a different key, and is Sheer Folly (-50) to pick. They slide upward along a track and lock out of the way in the ceiling.

5. Turntable. Allows the cart to turn and roll to any of the four areas. It is controlled by a lever along one wall.

6. Mines and Smelter. This corridor leads down into the smelter area, as well as down into a small mine where iron, silver, and even some gemstones have been discovered.

7. Cold Forge. The door guarding this chamber is of *High Glass* (treated glass, tempered to have a greater resistance to heat, cold and impacts). They are locked and Absurd (-70) to pick. Inside is a large domed chamber, in the center of which is an enchanted forge. The cold fires burn in the center of a black stone hearth, above which hangs a flaring glass flue connected to a transparent tube which exhausts the intense cold. The bright blue-white coldfire illuminates the room as it glows brightly on the hearth and swirls up the exhaust. Laen (and other exotic materials which soften only in intense cold) is worked here. Set about the room are a number of anvils, and racks of tools hang along the walls.



8. Vault Door. The door to Elrond's vaults is of reinforced High Steel, three inches thick. It has three locks, each Absurd (-70) to pick. Only Elrond and a few Smiths have keys.

9. Outer Vault. The large room holds ingots of several precious metals used by the smiths in forging.

10. Inner Vault. To the right is another door, of smoky laen two inches thick. It also has three locks, each Absurd (-70) to pick. Within are a number of treasures (gems, jewelry, enchanted weapons) as well as gold and mithril coins aplenty.

11. Door. Leading to the workshops, these double doors are of oak reinforced with steel. They are opened by means of a lock in the wall to one side, and slide apart into wall pockets.

12. Woodshop. Including a variety of woodworking tools, this shop is equipped to make anything from fine furniture to composite bows.

13. Glass Shop. Glassblowing and casting is performed in this chamber.

14. Jewelshop. A fine room where gemstones are, ground, faceted and set into elegant settings.

15. Doors. Guarding the way to the Weapons Forge, these doors are of steel and locked, Extremely Hard (-30) to pick.

16. Weapons Forge. Filled with anvils, forges, and all the tools needed to create weapons of high quality.

17. Doors. These black laen doors are locked, Absurd (-70) to open and protect the enchanted equipment.

18. Enchanted Forge. This octagonal room sports a number of fine forges, anvils of laen and other adamantine materials, and a vast array of magical tools.

19. Doors. Of polished bronze, these doors are locked Extremely Hard (-30) to pick.

20. Armory. Equipped with forges, tools, and many forms used to shape armor.



6.4 THE WESTERN HALL

Northwest of the main hall is a large "U" shaped building which houses more of Rivendell's residents, as well as a number of athletic facilities. Throughout the building are the quarters of the majority of the haven's people, and a number of "Suites". Some of these are inhabited by permanent residents, while others are reserved for guests. Each suite has a specific name, and is decorated accordingly.

LEVEL ONE

1. Fountain. This large circular fountain is fed by an underground spring. It features a number of sculptures, including an impressionistic likeness of Ulmo.

2. Courtyard. This grassy open area is a popular gathering spot on warm days. Sometimes the midday meal is served out here.

3. Colonnade. This open colonnade connects the main building to the east and west wings.

4. Stairs. Four staircases connect the three levels of the wings.

5. Changing Room. Actually an entire changing/dressing complex, this area features a number of private and semi-private rooms.

6. Baths. A series of hot, cool and cold baths.

7. Sauna. Incorporating a sauna and a steam room, this area has a glass roof.

8. Gymnasium. A single large room, this three-story hall can accommodate a number of indoor activities.

9. Quarters. The majority of the residents live in these accommodations, consisting of a suite of rooms: a sitting room/study, a small bath, and a sleeping chamber.

10. West Drawing Room.

11. Dir Hall. So named because of the rich, dark *Dir-wood* paneling on the walls and ceiling of this chamber.

12. Library. Though not as extensive as Elrond's library in the main house, this room has a wide variety of texts, including a vast collection of histories and poetry. The room is two stories tall, with a balcony running the perimeter and the central area an open well.

13. Garden. Sheltered by buildings on two sides, this area has a number of unusual plants and small trees. Sculptures and a reflecting pool can also be found here among the ferns and shrubbery.

14. Grand Foyer. The entry hall of the main building, this open space is three stories tall and is accented by a huge crystal chandelier.

15. Corridor. Open to the foyer, this way opens to all the rooms on the first floor.

16. Study.

17. West Dining Hall. Adjacent to the main hall, this room is used when very large groups gather to dine at once.

18. Kitchen. Large and well-equipped, this kitchen serves all the Hall residents.

19. Main Dining Hall. A full three stories high, this grand chamber is filled with benches and long tables, and the ceiling is hung with festive banners. Tall windows along the north wall allow indirect light.

20. Morning Room. Sometimes used for the morning meal when smaller groups gather to dine.

21. Spring Suite.

22. Garden Suite.

23. Music Room. A variety of instruments are kept here awaiting the pleasure of residents and guests.

24. Fire Suite. So named because of a great hearth in the sitting room.

25. East Study.

26. Summer Suite.

27. Auditorium. A multistory chamber with raised stage, seating and balcony.

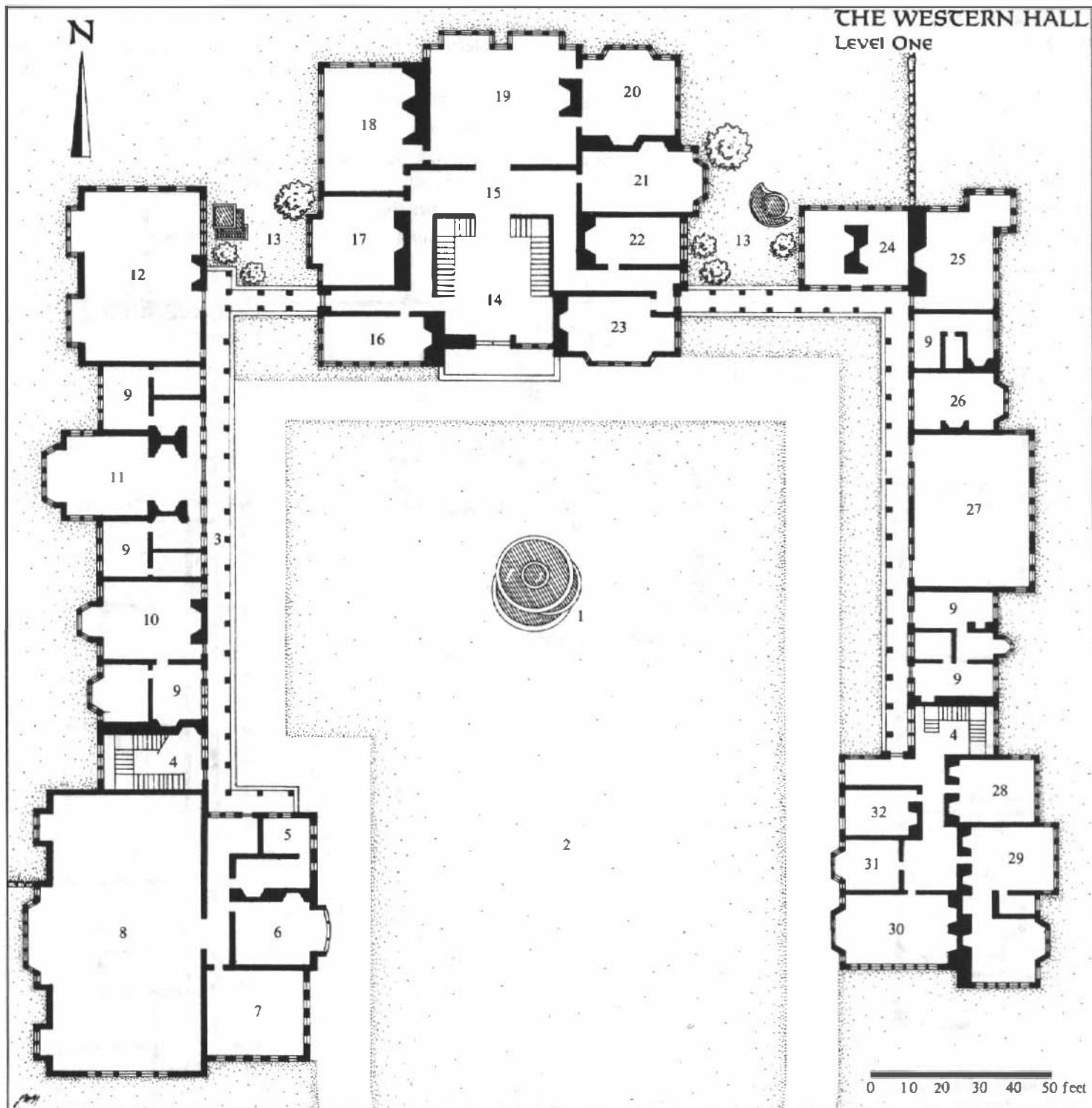
28. Red Oak Hall.

29. Marble Suite. The floor — and indeed some of the furniture — of this room are of fine white, blue-veined marble.

30. White Oak Hall.

31. Alabaster Suite.

32. Game Room. A comfortable room, where all of the tabletops have built-in boards for popular games of skill and luck.

**LEVEL TWO**

1. Changing Room. (See Level One)

2. Baths. (See Level One)

3. Sauna. (See Level One)

4. Gymnasium. (See Level One)

5. Stairs.

6. Quarters. The majority of the residents live in these accommodations, consisting of a suite of rooms: a sitting room/study, a small bath, and a sleeping chamber.

7. Hallway. Built above the colonnade on the first floor, this hall is enclosed with windows overlooking the courtyard.

8. Sitting Room.

9. Maple Hall.

10. Library. (See Level One)

11. Foyer.

12. Balcony. Overlooking the Foyer well, this balcony is connected to levels One and Three by a wide staircase. It allows access to all rooms on this level as well.

13. Crystal Hall. So named because of the many beautiful sculptures of crystal and glass displayed in this room.

14. Midnight Suite.

15. Quarters. The kitchen staff resides in this large suite of rooms. Access to the kitchen is gained via a stairway.

16. Main Dining Hall (See Level One).

17. Rose Suite.

18. White Oak Hall.

19. Sitting Room.

20. Study.

21. Amber Suite.

22. Meeting Room. Dominated by a large oval table of polished mahogany, this room is also furnished with 12 comfortable chairs.

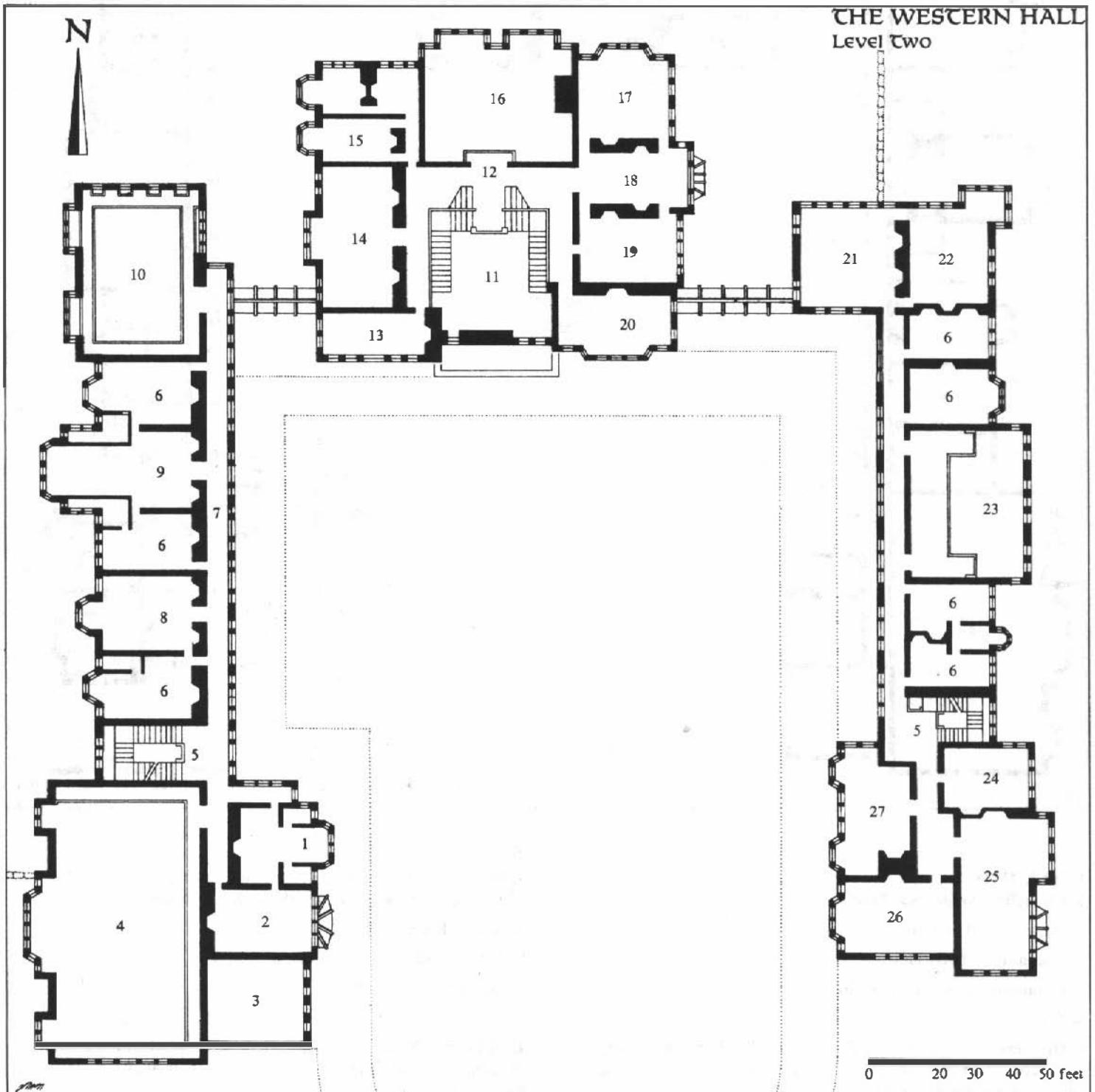
23. Auditorium. (See Level One)

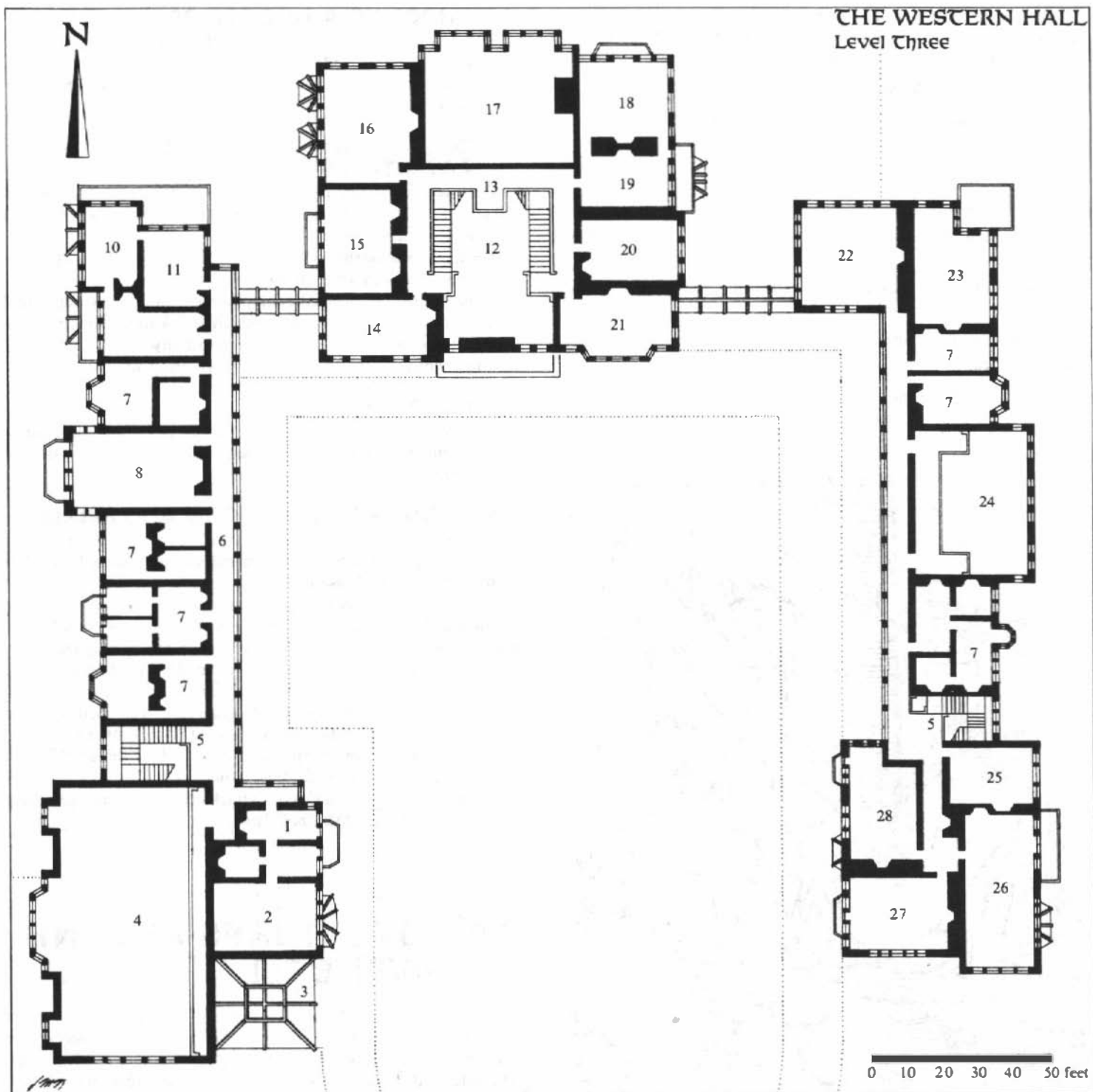
24. Blue Suite.

25. Shell Hall. So named because of the vast collection of seashells of every imaginable shape and size.

26. South Drawing Room.

27. Azure Suite.



**LEVEL THREE**

1. Changing Room. (See Level One)

2. Baths. (See Level One)

3. Sauna. (See Level One)

4. Gymnasium. (See Level One)

5. Stairs.

6. Hallway. Like its second-floor counterpart, this hall is enclosed with windows overlooking the courtyard.

7. Quarters. The majority of the residents live in these accommodations, consisting of a suite of rooms: a sitting room/study, a small bath, and a sleeping chamber.

8. Sunset Hall. So named because of the perfect view of the setting sun.

9. Crimson Suite.

10. Emerald Suite.

11. Dusk Suite.

12. Foyer (See Level One)

13. Balcony.

14. Study.

15. Lavender Suite.

16. **Arnorian Suite.** Almost a museum in tribute to the fallen realm, this suite is decorated with the flag of Arnor, as well as armor, weapons and maps rescued from that land.

17. **Main Dining Hall** (See Level One.)

18. **Vinyards Suite.** Overlooking some of Elrond's vines.

19. **Sitting Room.**

20. **Gold Suite.**

21. **Bronze Suite.**

22. **Ebony Suite.** The rooms are trimmed in that rare polished black wood.

23. **Mountain Suite.** Providing a breathtaking view of the Misty Mountains.

24. **Auditorium** (See Level One)

25. **Winter Suite.**

26. **Morning View Suite.**

27. **Autumn Suite.**

28. **Sitting Room.**



7.0 ADVENTURE GUIDELINES

This section provides some helpful notes which relate to running adventures about the Rivendell area. The GM should read over these guidelines before studying and selecting one of the adventures in Section 8.0.

7.1 SELECTING AN ADVENTURE

Section 8.0 is devoted to specific adventure scenarios and is organized according to difficulty level.

The gamesmaster should take a look at the strength and experience of the PC's involved in the game and choose an adventure which provides a challenge, but is not suicidal.

7.2 CHOOSING A TIME PERIOD

Those GM's desiring a simple adventure may not be concerned with the particular period of the temporal setting. They can, however, enjoy more flexibility and add more of their own designs by choosing a time outside of the scope of those mentioned here.

7.3 SUGGESTIONS FOR RUNNING ADVENTURES

Once you are acquainted with the general background material found in Sections 2.0 through 6.0, look over the statistical summaries outlined on the tables in Section 9.

Then, get to know the NPCs. Read what the character backgrounds have to say, and try to think as that sort of person would.

Look over the layouts of the complexes and note where trap, guard points, and weak points are located. Even if a room does not have an occupant indicated, consider the possibility that someone may be there when the player characters enter/break in.

7.4 ENCOUNTERS

The haven of Rivendell is a very unusual place in Middle-earth, and encounters within the actual realm of Elrond must be carefully considered.

7.5 USING TRAPS, WEAPONS, AND SPELLS

The layout sections include frequent references to traps and locks. To speed play, the following cross-references are provided for GM's using *MERP* or *Rolemaster*:

In order to compute the success or failure of attempts to disarm or unlock these mechanisms, simply have the PC roll, add his appropriate bonus, and subtract the difficulty factor assigned to the lock or trap. Then refer to the *MERP* table MT-2, (or *Character Law*, Sec. 15.32).

Results of Fall/Crush attacks and animal attacks can be determined using *MERP* tables CST-2 and AT-5 or AT-6, (or *RM: Claw Law*).

Weapon attacks can be computed using *MERP* table CST-1 and AT-1 through AT-4 (or *RM: Arms Law*).

The nature of spells and spell attacks can be determined using *MERP* Sec. 7.1, (or *RM: Spell Law*).

8.0 ADVENTURES AROUND RIVENDELL

Adventures within the sheltered vale of Rivendell itself are (of course) not a very likely possibility. However, the Last Homely House can serve as a refuge and starting place for a number of adventures. The wild lands about are filled with dangers of every kind: wolves, Orcs, Trolls, and other, even more fearsome things abound. The GM should take care, however, not to allow Elrond's hospitality to be abused. He is willing to take in those in dire need and Elf-friends on occasion, but cannot be expected to serve as a hotel and/or free healing service. Players who insist on abusing Elrond's kindness may find the Hidden Vale increasingly difficult to locate...

8.1 THE HIDDEN VALE

Time: Anytime after S.A. 1700.

Requirements: A party needing to find the Hidden Vale for some reason.

Aids: None.

THE TALE

Deep in a cleft at the feet of the Misty Mountains lies the Hidden Vale of Imladris. In this valley is the Last Homely House east of the Sea: Rivendell. It is said that only those good of heart and sorely in need of rest can find the hidden valley. Can the players locate the secret home of Elrond?

A fairly straightforward adventure, this can be precipitated through a number of circumstances: an injured party member, pursuit by evil forces, etc.

THE TASK

To find the Hidden Vale is even more difficult than it might seem by the maps. The road beyond the ford is very uncertain — left unmaintained after the decline of Rhudaur — and the side branch down into the Vale is hidden trees and brush, as well as enchantments to those who are not certain what they seek. Overall, it is considered Absurd (-70) to stumble upon the road unlooked-for, Sheer Folly (-50) to find when specifically searching and aware of the general area. Elves and those with Tracking skill will have a bonus. Even those who have been to Rivendell find the way Very Hard (-20) to locate.

Anyone Evil or having unkind intentions towards inhabitants of the Valley have an additional -100 to entering the outer way. Should hostiles somehow make it to the Bruinen, they might find the ford barred. In any event Elrond would be immediately aware of the proximity of any evil presences. The final approach into the valley would be particularly difficult, evil or hostile beings becoming increasingly uncomfortable. Treat as a point-blank 10th level Channeling attack every minute (six rounds) while in the valley proper, causing Fear to the target. Well-meaning travelers, especially those who have been here before, and/or are expected, begin to feel relaxed and comfortable as they enter the valley.

8.2 THE MESSENGER

Time: Anytime after S.A. 1700

Requirements: A group of Good Samaritan travelers.

Aids: None.

THE TALE

Travelling in Rhudaur or northern Hollin, the group comes upon a band of Orcs attacking a lone messenger. His horse has been killed, and unable to escape on foot, he is forced to fight them. By the time the group arrives on the scene (assuming they come to the Elf's aid) he is critically wounded and the Orcs are closing in for the kill. Hopefully the group is able to drive them off and stabilize the Elf's condition. He has been shot with a poison arrow, and has but a few days to live, even if his other wounds are healed.

THE TASK

The party must get the Elven messenger to Rivendell in time. The difficulty of this can be varied greatly. Naturally, if the group has already been to the Hidden Vale, they will find it much easier to locate the second time. However, the journey, bearing the Elf on a litter, could be fraught with a number of perils: Trolls, more Orcs also after the messenger, or even (depending on the time period) an encounter with a Nazgûl or other perilous servant of the Dark Lord.

8.3 RECONNAISSANCE FOR ELROND

Time: T.A. 1300 — 1975; alternatively, any time after T.A. 1300.

Requirements: A small group of stealthy, brave adventurers who have been to Rivendell before and might be willing to do a little spying. Mortals would be particularly useful.

Aids: Elrond might be able to provide the players with a few maps of the region, as well as clues as to who would be a likely spying target.

THE TALE

Having enjoyed the hospitality of Elrond on at least one previous occasion, your party arrives there for a needed rest from travels. One evening the wise Elf-lord gathers your group together and makes a request of you. Elrond is naturally concerned about the activities of the Witch-king (before 1975) in the north around Rivendell. (After 1975 there are a number of petty lords vying for power which might also concern the Elf-lord.) He could send his Elves, but they are rather obvious. A small group of men and/or Dwarves would be less conspicuous and might be able to gather news about impending attacks, raids, etc. He would be very grateful if your party could travel through that region and gather as much information as possible regarding Angmarim troop activities, the situation in Rhudaur, etc.

THE TASK

To gather information for Elrond through whatever means are appropriate. This could mean a raid on an enemy camp, waylaying messengers, or simply hanging out in taverns in Rhudaur to catch rumors.

GM Note: This adventure can be tied in very well with the modules Hillmen of the Trollshaws or Goblin-gate and Eagle's Eyrie. Using Rivendell as a base, the adventurers could be sent on any one of a number of adventures. The GM should research the actions of Angmar during this time period to coordinate with such a mission.

REWARDS

Elrond and the messenger will both be very grateful to the players, no doubt will welcome them at any time in the future, as well as providing other gifts. (Nothing excessive, however; Elrond is not in the habit of handing out +30 Holy Swords of Balrog-slaying or other such things.)

A Comfortable Room at Rivendell



9.0 TABLES

9.1 HERB CHART

NAME	CODES	FORM/PREP	COST	EFFECT
Herbs				
Elendil's Basket	fH3N	Root/brew	8gp	Purifies water, slows effects of poison 10x. Lasts 12 hrs.
Faghiu	fM9NW	Flower/brew	330gp	Victim serves or loves giver of potion for 1100 days. Victim will not harm self.
Hiam Moss	cC6NW	Fungus/brew	9gp	Keeps one alert and sustained for 24 hours, cannot be used more than 4 consecutive days; requires rest = 2x period of use; 50% chance of death with first use if user fails RR versus 2nd lvl attack.
Latha	cF4N	Stem/ingest	10sp	RR bonus +10 vs disease. Cures colds. Heals 12 hits.
Menelar	cC5N	Cone/brew	65gp	Cures infections.
Sha	cH7NW	Flower/powder	10gp	Provides 15 rds of infravision: user can see 300' in all but utterdarkness. 45 days of debilitating cramps (25) follow 11-20 hours after use.
Ut-Naza	e-W-7N	Leaf/ingest	450gp	Antidote for any poison if taken within 1 day.
Special Food/Drink				
Miruvor			?	The "Cordial of Imladris" is a liquor of enchanted properties. It has the power to renew the imbiber's Endurance up to 3x per day, adds +30 to all mental and fatigue related RR's for 3 hours, and generally gives a warm feeling of renewed strength. As with all stimulants, its effects are temporary and cannot replace rest indefinitely.
Rivendell Ale			?	This fine drink has no other features than being a light refreshing ale which is said to leave none of the unpleasant aftereffects of other such beverages.
Poisons				
Black Vine Juice	c-C-9NW	Leaf/liquid	205gp	(Lvl 7) RR failure = euphoria and inactivity for 1-100 hrs.
Boiled Lawrim	f-M-7NW	Lichen/paste	25gp	(Lvl 3) RR failure = pain for 1-10 rds (victim at -20 activity); then variable paralysis (victim at -01 to -100) for 1-10 hours.
Camadarch	c-U-9NW	Mushroom/liquid	175gp	(Lvl 3) RR failure = skin turns blue over 24 hrs; then each external feature (e.g., nose or toe) must make RR or rot off in following 1-10 hrs.
Camadarch Acid	**	Mixture/apply	230gp	Liquid mixture with alcohol. No RR. 1-2 "E" Heat crits on rd 1; 1-2 "C" Heat crits on rd 3; 1-2 "A" Heat crits on rd 5.
Lawrim	f-M-7NW	Lichen/liquid	10gp	(Lvl 2) RR failure = spreading rash; victim at -25 activity for 1-5 days.
White-Berried Yew	c-C-8NW	Berry/ingest	103gp	(Lvl 2) RR failure = painless death in 1-10 rds.
** Made from several ingredients, all common to western, northwestern & mid-Endor.				

Climate Codes: (1) arid = a; (2) semi-arid = s; (3) hot and humid = h; (4) mild temperate = m; (5) cool temperate = t; (6) cold = c; (7) severe cold (frigid) = f; (8) everlasting cold = e

Locale Codes: Glacier/snowfield = G; Alpine = A; Mountain = M; Heath/scrub = H; Coniferous forest = C; Deciduous/mixed forest = D; Jungle/rain forest = J; Short grass = S; Tall grass = T; Breaks/water = B; Waste = W; Desert = Z; Freshwater coasts & banks = F; Ocean/saltwater shores = O; Volcanic = V; Underground (caverns etc.) = U

Difficulty of Finding: Routine (+30) = 1; Easy (+20) = 2; Light (+10) = 3; Medium (0) = 4; Hard (-10) = 5; Very Hard (-20) = 6; Extremely Hard (-30) = 7; Sheer Folly (-50) = 8; Absurd (-70) = 9

Compass Code: Last code in sequence shows area of the Middle-earth where herb is indigenous, or most common. "U" equals universal. "M" indicates mid-Endor.

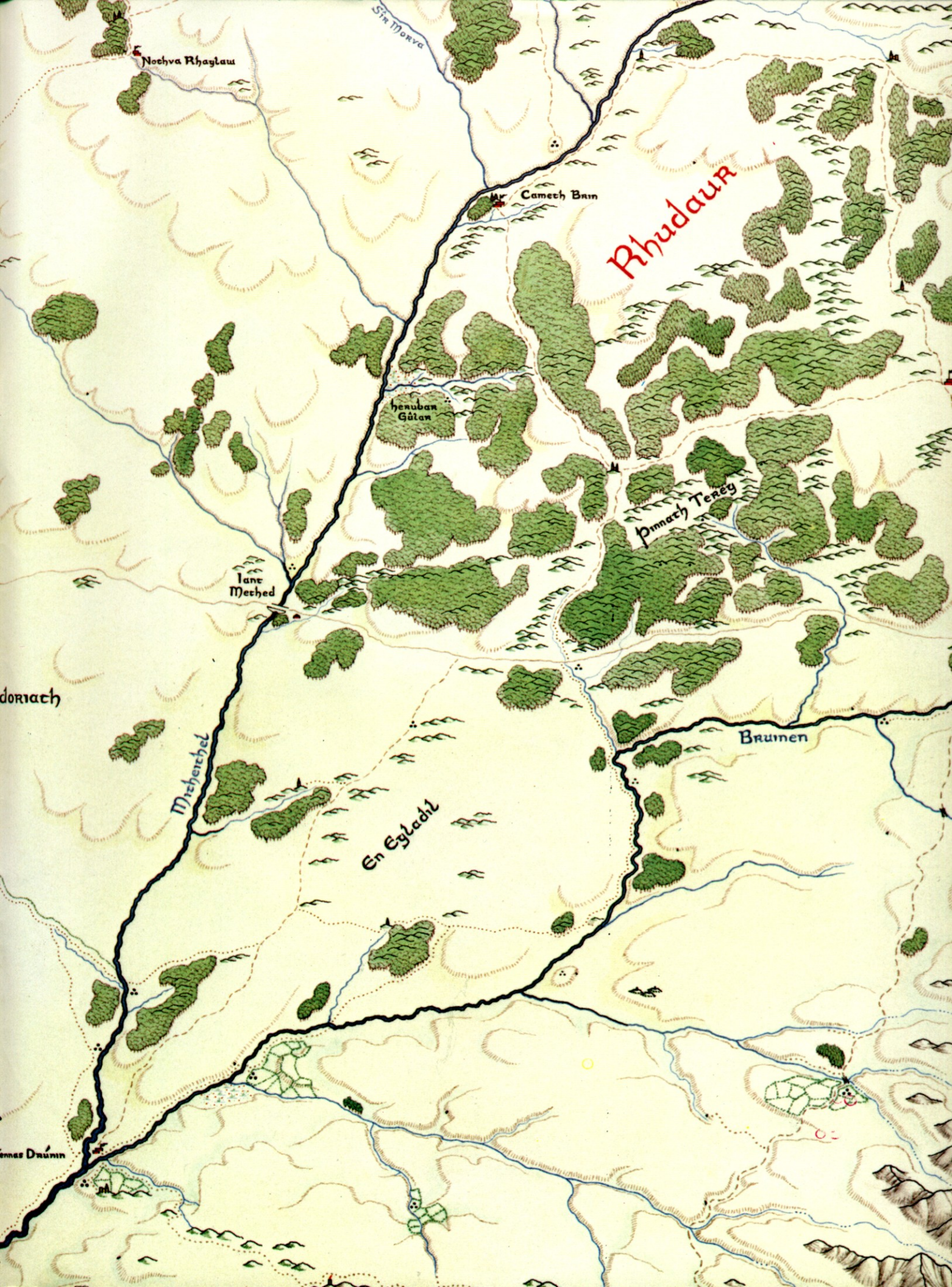
Preparation Codes: apply (raw or as poultice, 1-10 rds); brew (boil, wait 20 rds); gas (release, inhale); ingest (eat, chew, inhale, or drink); inject (as ingest, but can be administered in combat with crit result); liquid (remains effective 1 hr and can be put on a weapon or in food); paste (remains effective 1 week); powder (can be mixed into food or drink).

Effect: Based on a dose weighing 1/2 ounce. For poisons, the effect is normally the same regardless of the potency level of the dose, although the attack level will affect the victim's ability to resist.

See MERP ST-5, p. 84-85 for more definitions and details.

9.2 MASTER NPC CHART

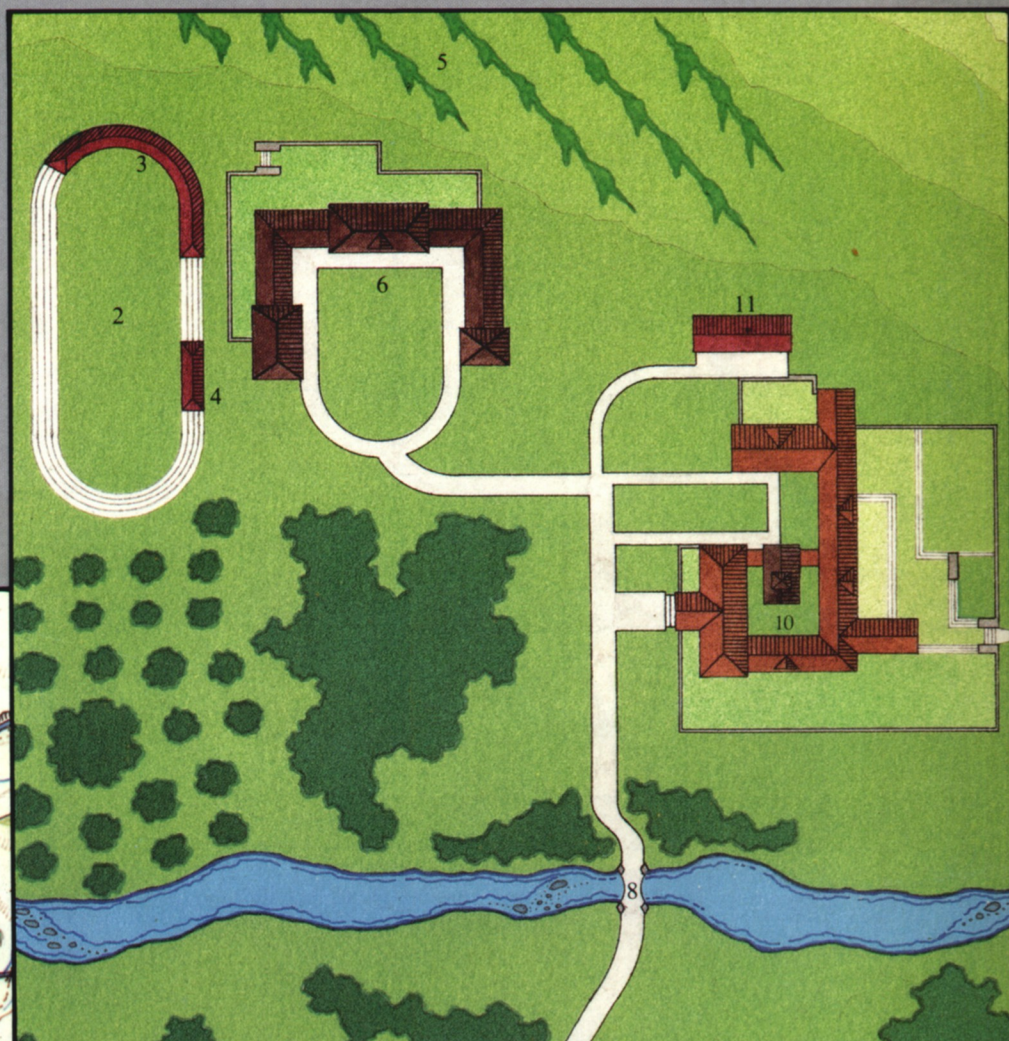
Name	Lvl	Hks	AT	DB	Sh	Gr	Melee OB	Middle OB	MovM	Notes
Elrond	65(85)	230	Pl/18	143+	Y25	A/L	268bs*	250lb*	35	Elda/Adan/Main; Animist/Cleric (Bard, Lay Healer, Fighter). RM Stats: St98, Qui00, Em100, In101, Pri02, Ag99, Col02, Me102, Re101, SD93. MERP Stats: St98, Ag99, Col02, Ig101, It101, Pri02. Ap:105. Skills: C198, Sw108, Ril03, Di68, Pt73, S/H130, Pe151, Ru126, S/W116. DSI25, Am20, Li45*, Am80, AD50, Mat90, Maw90; 2ndry Skills: Ab60, Ac131, Ad126, Apl16, Ar101, Ag81, Cr95, Da85, Dp130, Fa150, Fo90, Le145, LW80, Ma95, Mdl35, Mu142, Nv65, PSI30, Sel00, Sg115, Sil20, Sk95, Sml40, SGI38, S/T125, Sul30, WW126.
Glornodd	50	225	Pl/17	110+	N	A	290th*	265lb*	45	Noldo (House of Finarfin); Warrior (Bard)/Fighter (Mentalist). RM Stats: St102, Qui02, Em94, In91, Pri02, Ag101, Col01, Me92, Re98, SD98. MERP Stats: St102, Ag101, Col01, Ig91, It91, Pri02. Ap:104. Skills: C1120, Sw90, Ril36, Di66, Pt76, S/H131, Pe126, Ru76, S/W56, Li23*, Aml00, Mat80, Maw80; 2ndry Skills: Ab80, Ac80, Ad70, Ag91, Cv50, Da86, Dp111, Dr81, Fa106, F170, Fo83, Fr80, Le84, Mu91, PS72, Se85, Sk65, SG88, S/T108, Sull15, Tk92, Tm85, WW106, WC35.
Arwen	15	90	RL/12	95+	N	A/L	160rp*	135ky	50	Half-elf; Bard. RM Stats: Co90, SD94, Ag99, Me101, Re97, St84, Qui02, Pri05, In100, Em100. MERP Stats: Ag99, Co90, Ig100, In100, Pri05, St84. Apl04. Skills: C160, Sw75, Ri60, S/H110, Pe96, Ru85, S/W76, DSI5, Lil6*. 2ndry Skills: Cr45, Da90, Fa65, Md85, Mu73, Se95, Sil01, Sk79, SG89.
Elrohir/Eladan	25	150	Pl/20	120	Y15	A/L	170bs*	165lb*	25	Half-elf; Ranger. RM Stats: Co98, SD100, Ag102, Me97, Re100, St101, Qu102, Pr98, In103, Em94. MERP Stats: Ag102, Co98, Ig98, In103, Pr98, St101. Ap99.
Elrohir's Skills:	C181, Sw91, Ri96, Di35, Pt91, S/H106, Pe105, Ru45, Aml6, Lil3*, Am60, Maw60; 2ndry Skills: Ab60, Ac67, Ag70, Cv50, Fa75, F175, Fo96, Fr55, Hel5, Le80, LW71, Ma65, Md89, Mu105, Nv55, RM55, Sa40, Se76, Sg90, Sil05, Sk83, SG45, S/T74, Su95, Tk76, WW55, WC40.									
Eladan's Skills:	C191, Sw86, Ril01, Di86, Pt42, S/H111, Pe96, S/W65, Aml2, Lil6*, Am80, Mat65, 2ndry Skills: Ab40, Ac35, At30, Ag80, Cv68, Fa85, F165, Fo92, Fr65, Hel2, Le80, LW68, Ma50, Md90, Mu12, Nv65, RM45, Sa30, Se82, Sg90, Sil10, Sk75, SG55, S/T80, Su95, Tk100, WW60, WC35.									
Erebor	40	95	Ch/14	85+	Y20	A/L	115bs*	—	10	Noldo; Animist/Seer. RM Stats: Co77, SD102, Ag80, Me101, Re103, St70, Qu82, Pri02, In99, Em98. MERP Stats: Ag80, Co77, Ig103, In99, Pri02, St70. Apl00. Skills: C140, Sw50, Ri80, S/H85, Pe112, Ru88, S/W85, Li21*, 2ndry Skills: Ac85, Ad75, Ap60, Dp96, Le111, Mat05, Mdl100, Mu95, PS85, Si68, SM98, SGI03, S/T65, WW86.
Celebrian	35	130	No/I	60+	N	N	105da	60da	35	Sinda/Noldo; Bard/Seer. Wife of Elrond, daughter of Celeborn and Galadriel; mother of Arwen. RM Stats: Co80, SD102, Ag97, Me101, Re98, St78, Qu88, Pri02, In100, Em99. MERP Stats: Ag97, Co80, Ig100, In99, Pri02, St78. Ap:102. Skills: C156, Sw71, Ri81, S/H61, Pe91, Ru106, S/W85, DS45, Li21*, 2ndry Skills: Ac60, Ad30, At68, Co98, Cr101, Da98, Dp83, Fa95, Mdl02, Mu106, Se80, Sil01, Sk85, SM75, SG94, WW83.
Gildor Inglorion	30	120	No	80+	N	N	165bs*	170lb*	25	Noldo Ranger. RM Stats: Co89, SD83, Ag97, Me92, Re86, St93, Qu99, Pr99, In96, Em79. MERP Stats: Ag97, Co89, Ig89, In96, Pr99, St93. Apl02. Skills: C165, Sw62, Ri81, Di30, Pt45, S/H90, Pe112, Ru20, Aml0, Lil7*, Mat62, 2ndry Skills: Ab35, Ac25, Ad40, Da70, Dp56, Fa72, Fo90, Mu85, PS43, Si89, SG77, WW60.
Hilvanar	12	85	No/I	45	Y	N	80da	110lb	40	Sihvan Ranger. RM Stats: Co86, SD33, Ag93, Me75, Re68, St88, Qu95, Pr81, In77, Em96. MERP Stats: Ag93, Co86, Ig72, In77, Pr81, St88. Ap96. Skills: C140, Sw35, Ri81, Pe40, Lil1*, 2ndry Skills: Ab35, Ac42, Ag50, Da82, Hel5, Mu74, Se35, Si85, Ty20, Tm35.
Ascanil	15	130	Ch/17	40	Y	Y	160bs	145lb	25	Noldo/Sihvan Warrior/Fighter. RM Stats: Co95, SD53, Ag97, Me66, Re32, St94, Qu99, Pr85, In59, Em60. MERP Stats: Ag97, Co95, Ig45, In59, Pr85, St94. Apl00. Skills: C145, Sw60, Ri85, S/H62, Pe80, Aml0, Lil0*, Mat40, 2ndry Skills: Ab20, Fa40, Fo60, Fr60, Mu30, Sg45, Si40, Sk45, Su37, Tk30.
Vilyadhol	20	100	No/I	30	N	N	90da	125lb	15	Sinda Animist. RM Stats: Co80, SD23, Ag90, Me56, Re87, St86, Qu90, Pr77, In99, Em80. MERP Stats: Ag90, Co80, Ig78, In99, Pr77, St86. Ap94. Skills: C170, Sw35, Ri42, Di20, Pe90, Ru35, S/W15, Li21*; 2ndry Skills: Cv61, Ch80, Cn20, Co84, Cr48, Fa96, Fo124, LW25, Md30, Nv46, Tk45, Td28, WW60, WC41.
Ahwé	10	86	No/I	25	N	N	85da	90lb	20	Sinda Animist (S. "Small Bird") Chief Cook of Rivendell. RM Stats: Co63, SD81, Ag89, Me71, Re89, St67, Qu90, Pr85, In95, Em87. MERP Stats: Ag89, Co63, Ig65, In95, Pr85, St67, Ap89. Skills: Sw55, Ri30, Pe30, Lil1*, 2ndry Skills: Ad37, At30, Ch22, Co85, Fo40, Si35.
Aranto	14	114	No/I	20	N	N	90bs	85lb	20	Teler Warrior/Fighter (S. "Mouth of Nobility"). Housemaster of Rivendell. RM Stats: Co81, SD80, Ag87, Me75, Re76, St88, Qu91, Pr90, In85, Em67. MERP Stats: Ag87, Co81, Ig80, In85, Pr90, St88. Ap93. Skills: C140, Sw30, Ri25, Pe40, Li20*, 2ndry Skills: Ac30, Ad45, Dp68, Le25, Mu30, PS35.
Nardhol	24	130	Ch/17	20	Y*	Y*	130bs	110lb	20	Noldo Warrior/Alchemist (Smith) (S. "Fiery Head"). Chief Smith of Rivendell. So named because of his bright red hair. RM Stats: Co90, SD79, Ag98, Me86, Re66, St96, Qu99, Pr96, In87, Em63. MERP Stats: Ag98, Co90, Ig80, In87, Pr96, St96. Apl00. Skills: C135, Sw20, Ri62, Di45, Pt81, Pe80, Ru40, S/W60, Lil8*, 2ndry Skills: Ad35, Ap88, Ar70, Ch65, Cr102, LW60, Ma68, Se45, Sh125, SC40, Wc68.
Colbor Dan	20	114	No/I	25	N	N	90bs	95da	25	Sihvan Cleric (S. "Life-taking Hand") Knows all Base Cleric Lists to 20th Level, as well as Four Channeling lists to 10th. x5 Channeling Staff. Frequent Emissary from the East (Horl). RM Stats: Co80, SD32, Ag98, Me81, Re70, St85, Qu99, Pri01, In99, Em60. MERP Stats: Ag98, Co80, Ig82, In99, Pri01, St85. Apl02. Skills: C120, Ri45 S/H80, Pe79, Ru68, 60S/W, Ch90, Lil2*, 2ndry Skills: Ac65, Ch41, Dp62, Ma45, Md50, Nv67, Se89, Si32, SM70, Su40, WW30.



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Printed in U.S.A. St.#8080



ISBN 0-915795-87-6

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