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RIVENDELL™



FANTASY ROLEPLAYING IN THE WORLD OF THE HOBBIT™ AND THE LORD OF THE RINGS™

BASED ON THE NOVELS BY J.R.R. TOLKIEN

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- INTRODUCTION -

Rivendell takes *The One Ring Roleplaying Game* across the Misty Mountains and into Eriador where the Rangers of the North strive to protect the lands of their lost kingdom, and the High Elves of Rivendell maintain a bastion of their ancient culture.

The first part, **Imladris**, describes the House of Elrond, the hidden refuge of the hardiest adventurers of the Third Age, and home to personalities like Glorfindel and Arwen Evenstar. The valley of Rivendell offers an invaluable sanctuary to those few who can find it, and a number of unique undertakings are described herein for a visitor to attempt during the Fellowship phase.

A History of Eriador and The Regions of Eastern Eriador explore the history and geography of the lands of eastern Eriador, from the Greenway in the west to the foothills of the Misty Mountains in the east; from Angmar in the far north to Tharbad and Eregion in the south. Each region is broken down according to the following scheme:

First, the region in general is described, noting its borders and its major features.

Secondly, any important flora or fauna are noted. Eriador was once home to ancient kingdoms, but now is desolate and haunted. All about are scattered old ruins, and nature has been taking over with the passing of centuries.

Next, the region's inhabitants, if any, are described. Most of Eastern Eriador has been abandoned long ago, and is all-but-deserted of civilised folk in the Third Age of Middle-earth. Its denizens are generally wicked creatures that profit from the inhospitable nature of these lone-lands to hide.

Fourth and fifth come the Notable People and Notable Places of the region. As previously stated, any who live in the wilds of eastern Eriador is generally a wicked creature, or the occasional madman. But there are still those out there who have chosen to be there for a reason or a cause, and who may help – or hinder! – the companions in the course of their adventures.

The Notable Places entries detail locations worthy of mention, ancient ruins of historical significance or landmarks that heroes are likely to visit in their wanderings. As always, everything in this book can be either used or ignored by the Loremaster: what exactly awaits the company in Eriador must remain a mystery.

Several new Fellowship phase undertakings are included in this chapter, along with Hazard suggestions and other assorted challenges that might be faced by the heroes.



The fourth part, **New Monsters**, contains a bestiary for these lands, containing a host of new monsters, spirits and beasts, as well as several unique entities of great power and malice.

In **Magical Treasure**, new rules are provided for the Loremaster to introduce treasure hoards that may contain precious objects, wondrous artefacts and magical weapons into their campaign.

The sixth part, **The Eye of Mordor** presents optional rules that the Loremaster can use to reflect the troubling influence of the Shadow upon the land. Adventurers should be wary lest their activities attract the attention of the Enemy or simply draw an ill-luck upon themselves that will plague all their endeavours.

Finally, **Heroic Cultures** presents two new heroic cultures for use in the game: the High Elves of Rivendell and the Rangers of the North. Both these heroic cultures are unique in many ways, for they could be considered more powerful than those presented in *The One Ring* so far.

HOW TO USE RIVENDELL

This book is a guide to the places and peoples of this part of Middle-earth, and is an invaluable source of new gaming material that complements what has been presented in *The One Ring Roleplaying Game*. It is intended primarily

for the Loremaster, who can use this material to greatly enhance an ongoing campaign.

The new rules and playable cultures presented herein are especially suited to a veteran gaming group, counting a number of experienced heroes in its company. Players may be allowed to read a few selected parts of this book, but should generally refrain from doing so.

The companion volume to this guide is a scenario supplement entitled *Ruins of the North*. This supplement contains six adventures set in eastern Eriador and based out of Rivendell itself. Many of the Loremaster characters and locations featured in *Rivendell* play key roles in these adventures. You don't need *Ruins of the North* to use *Rivendell*, but you do need *Rivendell* to use *Ruins of the North*.

THE PASSING OF YEARS

The material presented in *Rivendell* assumes the year is some time after 2951, possibly as far into the Tale of Years as the year 2977, the ideal date for the conclusion of *The Darkening of Mirkwood* campaign.

For Loremasters who wish to set their games in Eriador to be contemporary with the start of *The One Ring* campaign (TA 2946), note that life has changed little in these lands in the past few decades.



All those who are in grave need of good counsel or protection come looking for the Last Homely House. But the path to Rivendell is not for everyone to find...



THE LAST HOMELY HOUSE

The House of Elrond itself is a large mansion with many halls, pillared porches and comfortable rooms for guests. Several outbuildings are connected to the main house by covered walkways and winding paths, and gardens and terraces open above the steep bank of the river. Bells ring to summon the guests of Elrond to the Great Hall when meals are served, or to signal the beginning of important gatherings.

The Front Porch

The front porch is a vast portico, large enough to shelter many horses, should visitors be in need of haste. It is adorned with a silver fountain in the shape of a slender tree drooping over a marble basin. Many stained glass windows open on the porch, at both sides of the front doors of the House of Elrond.

The wide wooden doors are solidly built using wood from a single holly tree. Their white, smooth panels appear devoid of any decoration, but are actually set with hundreds of tiny white beryls, cunningly cut thousands of years ago by the jewel-smiths of Eregion; the small stones glitter with innumerable sparkles when they reflect and multiply a source of light.

Finding Rivendell

It was not so easy as it sounds to find the Last Homely House.

Adventurers attempting to enter Rivendell without leave or invitation from Elrond and who lack an appropriate guide will find it very difficult to find the right path. To an inexperienced eye, the landscape appears devoid of any useful landmarks, and even a veteran traveller will be confused by the nondescript quality of the territory.

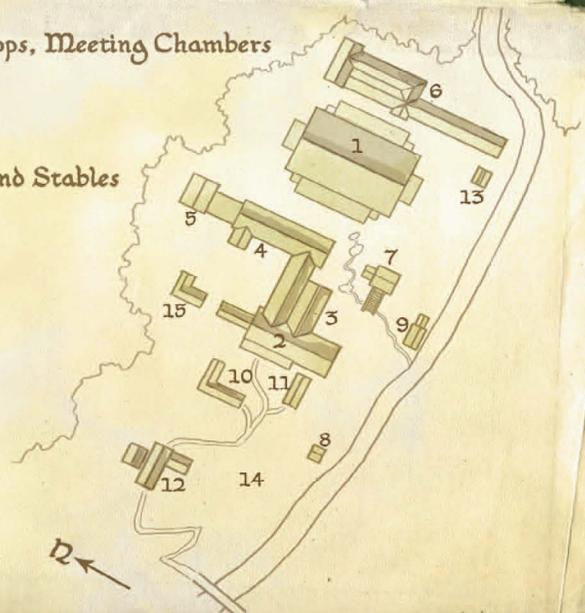
While Rivendell is certainly a remote place, the reasons for such travelling difficulties are not immediately apparent. In truth, Imladris is a secret valley, hidden to the eye of the Enemy by the power of its Master, and the Elven Ring he wears.

When a journeying company approaches Rivendell, the Guide must pass a test to find the path marked with white stones. If the guide of the company is an Elf, possesses the Elf-friend Trait or has a Wisdom score equal to 4 or more, then he needs only to succeed in a Travel roll with TN 14. A Guide who has none of these uncovers the proper path only on a roll producing a Ψ rune instead.

The Guide may attempt the Travel roll once a day. Each failed roll results in a Hazard episode, as if the roll produced an ☉ icon. Actually rolling an ☉ icon results in a Hazard episode AND in the impossibility of repeating the Travel roll for the following three days.



- 1 - Elrond's House
- 2 - Residences, Workshops, Meeting Chambers
- 3 - Armoury
- 4 - Infirmary
- 5 - Baths
- 6 - Servants Quarters and Stables
- 7 - Erebor's House
- 8 - River House
- 9 - Smithy
- 10 - Cloister
- 11 - Cloister
- 12 - House of Glorfindel
- 13 - Garner
- 14 - Training Ground
- 15 - Guest Stables



Rivendell

The doors open on a corridor that leads to the Entrance Hall and to the two great halls of the House of Elrond to the left and right (to the right is the Great Hall, while to the left is the Hall of Fire). There are no guards set to watch the front doors – no enemy may enter Rivendell without the Master of the house being aware of it.

Entrance Hall

The wide opening facing the threshold of the House of Elrond reveals the magnificence of its Entrance Hall: a long, high passage leading across the building to the East Porch and the gardens beyond. It is paved with large flagstones quarried from the Misty Mountains and is illuminated by lanterns hanging from the carved beams crossing the vaulted ceiling. The central lantern, by far the largest, was made by the Dwarves of Moria, and its reddish light makes the passage look like it's dug deep underground.

Passages open to the left and right, and two flights of stairs lead to the upper floors. Along the walls of the hall hang the arms of the household of Elrond, together with many banners, flags and pennants, relics from a time when Elrond was the herald of Gil-galad and marched with his host.

The Great Hall

The main hall of Elrond's house is found to the right side of the building, and it is a high room more than three times as long as it is wide.. The hall is entered through a screens passage, leading from the entrance corridor. The high table is found upon a dais, at the opposite end of the hall, and two long tables are placed perpendicular to it, to the sides of the great hearth that opens in the middle of the hall. Above the screens passage is a balcony, where Elvish minstrels play their sweet music.

Tall stained glass windows line the side of the hall facing south, with the largest and most decorated one opening above the high table. A vestibule leads to the terraces outside, while the doors to the left open on the kitchen and pantry.

When meals are served or guests are received, Elrond sits on a great chair at the right end of the high table. He usually invites his most distinguished guests to sit to his

right and left sides. But the place of honour in the middle of the high table is reserved for someone else: against the tapestry hanging upon the east wall is a chair placed under a canopy, and there used to sit Celebrian, daughter of Galadriel and wife of Elrond, before she departed over the Sea. Today, the chair is reserved for Arwen, their daughter, when she resides in Rivendell with her father.

The woven cloth set upon the wall above the high table shows an Elven ship sailing into the High Sea, heading West. The craft of its makers is such that whoever looks at the tapestry experiences something different, depending on the wisdom of the viewer: some feel a sea-breeze gently blowing, some smell a sweet fragrance on the air, or hear the sound of singing as if it came over the water; others swear they can see distant white shores appear over the horizon, beyond the rolling waves...

The Hall of Fire

The Hall of Fire is as wide as the great hall of Elrond, but it is mostly empty, without a screens passage, nor tables or dais. On most days, the only source of light is a bright fire burning in a great hearth between two rows of carven pillars. The fire is fed all year round, and guests of Elrond come here to find comfort and peace, as merely being in the Hall of Fire seems like a cure for the spirit.

On high days the hall comes to life with the sound of many fair voices. Elvish minstrels play the songs they spent decades perfecting, and poems and tales of distant ages of the world are recounted for evenings on end.

Other folks fall easily under the spell of the Hall of Fire, and may find themselves spending many evenings sitting and thinking, or looking for (and finding!) the right words for a new poem or a song. And if they are skilful enough, or just lucky, the Elves might even recite their poems or sing their songs.

The Eastern Porch

The eastern porch opens on the high garden overlooking the banks of the mountain stream. Several paths start from here and follow the course of the loud-flowing Bruinen towards the mountains, or wind up to the left, in the direction of the pine-woods to the north of the house.