

THE
LORD OF THE RINGS
ROLEPLAYING GAME™



REALM: RIVENDELL
AND
E REGION

HISTORY

After the War of Wrath and the end of the First Age, The land of Beleriand sank into the sea. For the Elves, this marked the beginning of the Second Age of Middle-earth.

Gil-galad, High King of the Noldor of Middle-earth founded the kingdom of Lindon, east of the Blue Mountains. Here a mix of Noldor and Sindar Elves lived in harmony for 750 years.

In the year 750 of the Second Age, however, many Noldor Elves grew discontent, and wished to be apart. These Noldor wandered east, to the foothills of the Misty Mountains. There they founded Eregion, with the city of Ost-In-Edhil (Fortress of the Elves).

The Elves who settled Eregion were followers of Celebrimbor, the greatest remaining craftsman in Middle-earth. The Noldor under Celebrimbor made many fine and magical items. Also among Celebrimbor's followers was the lady Galadriel. For nearly a thousand years, the Elves of Eregion built and crafted, and grew wise and powerful.

In the 15th century of the Second Age, the Noldo Elf Lord Celebrimbor and the Smiths of Eregion were aided in their works by a Maiar they knew as Annatar ('Lord of Gifts'), who was really Sauron in fair guise. With the guidance of 'Annatar', the Elves of Eregion created the Rings of Power. In 1600 of the Second Age, Sauron returned to Mordor and created the One Ring. When Celebrimbor realized the part that Sauron had played in the creation of the Rings of Power, after revealing himself by donning the One, he sent the three Elven Rings into hiding. Infuriated that the smith

would not surrender the Rings to him, Sauron assaulted Eregion with a mighty army in SA1693.

In SA1697, Gil-galad, last king of the Noldor, sent from Lindon help for the smiths in the person of Elrond Half-elven, who led a small army there. The Elves of Eregion were utterly defeated though, and Celebrimbor himself was slain. Of the Rings of Power, Sauron captured the Nine and the Seven, but could not discover the Three. Elrond then led the remnant of these people north from Eregion and founded Rivendell as a haven from Sauron.



Elrond kept Rivendell hidden from the Dark Lord until Sauron was driven out of Eregion four years later, by a combined army of Lindon and Men of Numenor. For Five thousand years, Elrond resided at Rivendell, and the last of the Noldor of Eregion with him.

In the year 109 of the Third Age, Elrond married Celebrian, daughter of Celeborn and Galadriel of Lorien. In TA130, Celebrian gave birth to twin sons, Ellodan and Elrohir. In TA241, Celebrian gave birth to Arwen Undomiel (Evenstar).

After the kingdom of Arthedain fell, in 1975 of the Third Age, and Aranath refused kingship, taking the title 'Chieftain of the Dunedain of the North', Elrond took stewardship of the Scepter of Annuminas and the other heirlooms of the North Kingdom.

From that time forward, Elrond gave sanctuary to each and every Chieftain of the Dunedain and his family. When Arathorn II was slain in TA2933, Elrond became guardian of the two-year old Aragorn II, whom he named *Estel* (Sindarin, 'Hope').

In TA2509, while Celebrian was traveling from Rivendell to Lorien, her party was ambushed by Orcs in the Redhorn pass. She was taken capture and brutally tortured and poisoned. Celebrian was rescued by her sons, but not before her will was broken. The next year she traveled to the Grey Havens and sailed west, to the Undying Lands.

Between TA2800 and TA2951, Arwen lived in Lorien, with her grandmother Galadriel. Arwen stayed in Rivendell from TA2951 until TA2980, and then returned to Lorien. Arwen was summoned home by her father in TA3009, after Sauron began to grow strong in the east.

EREGION

Eregion ('Hollin' in Common Speech) is a land of rolling hills, covered in golden grasses. The land is dotted with shrubs and the holly trees which give the region its name. The land stretches south from the Bruinen, to the Swanfleet river; and west from the Misty Mountains to the Greyflood.

Eregion has a mild temperature, with little or no snow during the winter months. Summers are also mild, but warm.

Eregion was once dotted with several Elven settlements, the greatest of which was Ost-in-Edhil. These were all destroyed during the War of Elves and Sauron, in the Second Age. Only ruins now stand on lone hilltops or vales.

Eregion is abandoned now, but those who can, can sense the power of the Elves still. Many deer, bear, and small mammals still live in this land. Crebain, wicked crows of the Enemy, and wolves and Wargs of various sorts, also roam the country side.

There are few paths in Eregion, and most of those are overgrown and hidden. Only the Elves and the Rangers of the North remember them now. A path does lead south, over the Hollin Ridge into Eregion proper. A path also leads from the ruins of Tharbad east to Ost-In-Edhil. Both paths also lead to the lost West Door of Moria. A path also leads to Redhorn Pass, and over the Misty Mountains to the Vales of the Anduin, near the East Gate of Moria and the woods of Lothlorien.



OST-IN-EDHIL

Ost-in-Edhil was the citadel of Celebrimbor and the Noldor of Eregion. It stood from 750 until 1697 of the Third Age. The citadel was razed by the Orcs of Mordor and is now no more than 'stone fingers reaching up through a barren landscape'.

While all of the upper levels of the tower were destroyed, it is unknown what the conditions of the lower levels are. It is unknown if there are treasures below the ground, or if any of Celebrimbor's tools or writings survived.



RIVENDELL

Rivendell rests in a wide land of heath and crumbling rock at the edge of the Wild. It is in the southeastern portion of an area known as the Trollshaws—the beginnings of the foothills of the Misty Mountains. To the south lies Eregion, ancient home of the Elven-smiths, and the mountains rise to the east.

Surrounding the haven are many treacherous ravines. Twelve days travel on foot to the west by way of the ancient Great East Road lies the ruins of Amon Sul—Weathertop. The valley itself is steep sided and contains many streams, which fall over terraces to the river below. The upper reaches of the vale are forested with pine and fir, while the lower valley contains many stands of beech and oak. It is a lonely and remote place, well suited for use as a haven.

The only entrance to Rivendell is by crossing the Ford of Bruinen. At the Ford, the river is under the command of Elrond, who is able to flood the river.



THE LAST HOMELY HOUSE

Rivendell is known by many names to many people. It is the First Homely House and the Last Homely House. Some call it simply the House of Elrond, while others use its Elvish name, Imladris. The refuge is hidden in a deep valley on the western slopes of the Misty Mountains, adjacent to the northeastern portion of the ancient kingdom of Rhudaur. The path into Rivendell is a secret one, but is marked with small white stones for the friends of Elrond. The path winds down into the vale, and to a narrow stone bridge that leads over the headwaters of the Bruinen.



The House itself is really a collection of buildings, winding paths, terraces, and towers. Streams meander through many gardens, and then plunge into waterfalls to the valley floor below. Bells situated around the grounds mark the time of day.

Elrond's house is a place of surpassing beauty and comfort. Most importantly, it is a haven from the troubles of the outside world. The Last Homely House is a rambling place, of which there always seems to be more.

On the ground floor, there are two large halls. The first of these is the main dining hall, a place at which all the residence of Rivendell have space to dine at once, where Elrond sits in his seat at the high table beside his friends and allies.

The other large room is the Hall of Fire. At one end of the hall towers a massive fireplace in which a blazing fire is kept lit at every hour of the day. The place features no other lights, and is normally empty, except on days of special importance. In the Hall of Fire visitors may hear poets and minstrels tell the stories of ages past. There is a porch on the east side of the building that looks up at the towering slopes of the Misty

Mountains, not so far away. It is set within a garden of surpassing beauty. The porch is a common meeting place for those wandering about Rivendell.

Rivendell also has a vast and extensive library, filled with many book and scrolls that cannot be found anywhere else in Middle-earth. Rivendell contains much lore of things past, and is a place of song and great learning.



THE PEOPLE

The founders of Rivendell were refugees from the sack of Eregion, themselves the remnant of the once proud Noldor of Beleriand. They have a deep history of great grief and guilt, but also one of triumph and accomplishment. They made war alone, for a time, against Morgoth, the Great Enemy, who was Sauron's master. They are now dedicated to the preservation of the knowledge of the Firstborn, the Elves, and they maintain Rivendell as a place of healing and rest.

The Elves of Rivendell do not often meddle in the affairs of the outside world directly. Indeed, only a few of the inhabitants often venture forth—Elladan and Elrohir, the twin sons of Elrond, and Glorfindel ride sometimes with the rangers of the North hunting Orcs and other creatures of evil.

THE NOLDOR ELVES

The Noldor Elves of Rivendell are all originally from, or descendants from, Beleriand. A few are even older, and from the Undying Lands west of the Sea. When Beleriand fell under the waves, in the War of Wrath, which ended the First Age, some Noldor were not content to live in Lindon, under Gil-galad. These Elves traveled east, to the foothills of the Misty Mountains, and founded the city of Ost-in-Edhil. The land there they named Eregion. Their lord, Celebrimbor, was the son of Curufin of Nargothond of Beleriand, who himself was son of Feanor, who was the greatest Elf-smith of all time: creator of the Simarils.

The Noldor of Eregion that survived and fled to Rivendell still have some of the skills of the Smiths of Eregion, either in memory, or in the scroll hoards of Elrond. Most now, however, are more concerned with lore and healing.

Elf of Rivendell (Noldo)

Skills:

Healing +1, Language +2,
Lore +2, Smithcraft +1

Edges:

Fair, Keen-eyed, Keen-eared,
Night-eyed 2, Swift Recovery

Languages:

Sindarin, Quenya, Westron

Every year, more of the Noldor grow weary of Middle-earth, and travel west, to the Grey Havens. From there they take ships west, to the Undying Lands. There are few Noldor left in Rivendell by the end of the Third Age. There are especially few Elves of Glorfindel's stature, who have seen the light of the West, and who have their own Inner Light.

Like all Noldor, the High Elves of Rivendell are tall, averaging 6'4". They are blonde, white, or silver haired, with light colored eyes.



THE SINDAR ELVES

Once Rivendell was established, and Elrond's Ring of Power began to subtly affect the realm, in the beginning of the Third Age, many Elves of Sindarin descent removed to there. Most of the Sindarin Elves of Rivendell are originally from Lindon. In the late Third Age, there are considerably more Sindar Elves in Rivendell than Noldor.

The Sindar are tall, averaging between 6'0" and 6'4", with graceful builds. Like all Elves, they are blonde or silver haired, with light colored eyes.

Elf of Rivendell (Sinda)
Skills: Lore +2, Perform +2, Ranged Combat +1, Ride +1
Edges: Fair, Keen-eyed, Keen-eared, Night-eyed 2, Swift Recovery
Languages: Sindarin, Westron

THE MAGIC OF RIVENDELL

VILYA, THE RING OF AIR

Since the Battle of Elves and Sauron, in SA1695, Elrond has been the keeper of Vilya, one of the Three Elven Rings. The Elven Rings were the pinnacle of Celebrimbor's craft, and were made without the aid of Sauron. Their purposes were solely to heal and preserve.

When Elrond settled in Rivendell, the power of Vilya immediately took affect. Within the realm of Elrond's Sanctum, the Ring preserved all within the

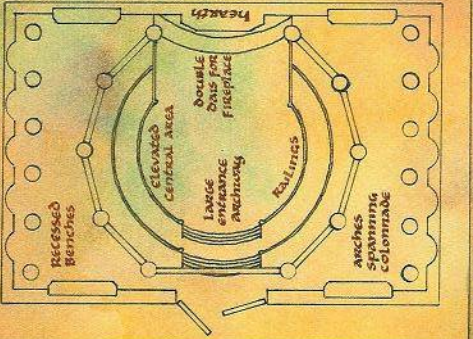
range of his Sanctum Power. Time has no hold on the inanimate objects or non-sentient life in the Valley of Rivendell.

Those who enter the valley immediately feel the Power of the Three. Although they may not be able to put their finger on it, they will notice that they cannot keep track of days, that time seems to pass quickly—and yet they never feel rushed. Smells seem fresher, colors brighter, sounds clearer. Those who are ill or sick heal faster, and with fewer lasting ill-effects.

MIRUVOR, THE CORDIAL OF RIVENDELL

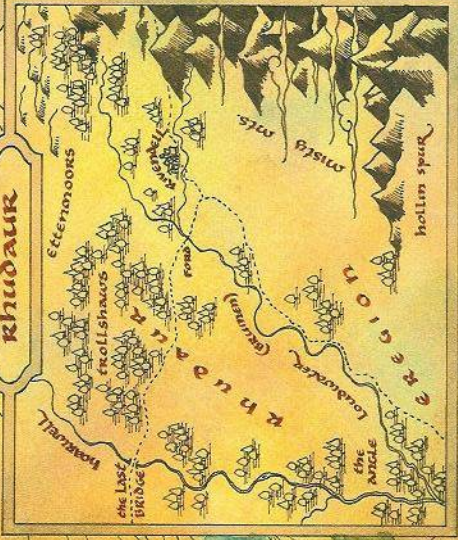
This rare and delicious drink invigorates both the body and the mind. A character who consumes even a mouthful receives a +4 bonus on Stamina tests to resist Weariness, and the like. This lasts for one hour. He also regains one lost Weariness Level automatically.

the hall of fire



Guest Rooms

RHUDAUR



Rivendell

the house of Elrond

SCALE 100 FEET



Handwritten text in the left margin: "The Rivendell site plan is a detailed architectural drawing of the Elven city of Rivendell, showing the layout of buildings, courtyards, and the surrounding landscape. The plan includes a compass rose and a scale bar. The drawing is a top-down view of the city, showing the River and the Rivendell Bridge. The buildings are labeled with their names, and the outdoor features are also labeled. The drawing is a detailed architectural drawing of the Elven city of Rivendell, showing the layout of buildings, courtyards, and the surrounding landscape. The plan includes a compass rose and a scale bar. The drawing is a top-down view of the city, showing the River and the Rivendell Bridge. The buildings are labeled with their names, and the outdoor features are also labeled.

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