

# MIDGAAD 1

**M**iddle Earth is a world every bit as detailed as Hârn. Midgaad can be used as a "one shot" adventuring vacation away from the accustomed Hârn, or as the foundation for a complete campaign. All of the internal consistency, political intrigues and breadth of adventures that HârnWorld players expect are present. The friends, foes and features of Midgaad will be both familiar and strange to the Hârnic interloper.

The rules and cultures presented here are based on Northwest Endor, the area of Midgaad described in *The Hobbit* and *The Lord of the Rings*.



## Midgaad

This translates as "Middle Earth", a world where magic is quite strong. Battles are fought on two levels, physical combat and magical combat. Most common knowledge of Midgaad has a remarkable source; the terran professor Tolkien, who described a "fictional" world of fantasy in various writings c.1945. It is uncanny how much is true. How could this farsighted terran have any knowledge about Midgaad at all? Did he travel to Midgaad? Did he meet someone from Midgaad visiting Terra?

Of course, Midgaad is where the Sindarin and Khuzdul of Hârn originated. To reach the Blessed Realm, the Sindarin came by way of Kethira, and many chose to remain there, at least temporarily. The reason for the Khuzdul migration to Kethira is more obscure. Some Khuzdul myths have reported tales of sweeping wars in Midgaad between incredible forces of good and evil.

*Adapted from "Kelestia", by N. Robin Crossby, first published in Encyclopedia Hârnica 4, 1984*

## CHARACTERS

The species and cultures of Midgaad are similar to that of Kethira. The Sindar, Khúzdul and Gârgún of Hârn are identical to the Sindar, Khazâd and Yrch of Midgaad. However, there are species and cultures unique to Midgaad.

## SPECIES [CHOICE OR 1D100]

1d100	Specie
01-95	Human 01-93 Hildor (common) 94-95 Drúedain (wose) 96-00 Edain (high)
96	Khazâd (dwarf)
97	Quendi (elf) 01-60 Avari (wood elf) 61-95 Sinda (grey elf) 96-99 Noldo (high elf) 00 Peredhil (half elf)
98	Kuduk (hobbit)
99	Yrch (orc) 00-20 Snaga (small) 21-25 Lossyrch (white) 26-80 Uruk (common) 81-95 Uruk-Gúrz (red) 96-00 Uruk-Hai (great)
00	Other (GM Discretion)

The greater portion of humanity on Midgaad are identical to the humanity on any other world in Kelestia. But the descendants of the Númenoreans of the Second Age of Midgaad have traces of Elven blood in their lineage. They are known as High Men, and consist of the Faithful Dúnedain and the Black Númenoreans.

The Drúedain are an ancient Tribal culture. They are rare and are only found in a few areas. Many other mannish cultures exist.

The Khazâd of Midgaad are identical to the Khúzdul of Kethira. There are seven kindreds of Dwarves in Midgaad, but there are only minor cultural differences between them.

The Quendi were sundered into three kindreds during the First Age. One group known as the Eldar undertook a great journey to the Blessed Realm. Those that remained behind are the Avari, commonly known as the Wood or Silvan Elves. Of the Eldar, those that completed the journey became the Noldo, or High Elves, and those that did not complete the journey became the Sindar, or Grey Elves.

The Kuduk, or Hobbits, are a rare species, consisting of only two small insulated groups in northwest Midgaad. There are tales of halflings told in Hârn, but this is undoubtedly the result of Sindar memories.

The uncanny similarity between the Yrch of Midgaad and the Gârgún of Hârn can only mean that Lothrim did indeed import his foulspawn from Midgaad. They are as much a scourge in Midgaad as they are in Hârn.

Other intelligent species on Midgaad include the Tereg, or trolls, and the Onodrim, or ents.

## Midgaad Calendar

The following chart shows the correspondence between Midgaad and Hârn month names in the Steward's Reckoning of Gondor. This assigns 30 days to each month with five intercalary days.

Midgaad	Kethira
<i>Yestare</i>	
Narwain	Morgat
Ninui	Nuzyael
Gwaeron	Peonu
<i>Tuliére</i>	
Gwirth	Kelen
Lothron	Nolus
Norui	Larane
<i>Loende</i>	
Cerveth	Agrazhar
Úrui	Azura
Ivanneth	Halane
<i>Yáviére</i>	
Narbaeth	Savor
Hithui	Ilvin
Girithron	Navek
<i>Mettare</i>	

## Sunsigns

There are few references to astrology in Professor Tolkien's works., and the influence of sunsigns seems contrary to the themes in his narratives.

### GM Option One

Do not use Kethiran sunsigns.

### GM Option Two

Roll 1d12 to randomly determine the Kethiran sunsign which determines the character's innate aptitudes. Other than not basing them on the date of birth, aptitudes follow all rules for sunsigns.

# MIDGAAD 3

## APPEARANCE ATTRIBUTES

Culture	HGT (M)	HGT (F)	FRM (M)	FRM (F)	COM
Hildor	58 + 4d6	52 + 4d6	+0	-3	+0
Druedain	44 + 4d6	42 + 4d6	+1	+0	-1
Edain	64 + 4d6	58 + 4d6	+0	-1	+1
Khazâd	42 + 4d6	40 + 4d6	+3	-3	+0
Avari	60 + 4d6	58 + 4d6	-2	-2	+2
Sinda	64 + 4d6	60 + 4d6	-2	-2	+2
Noldo	66 + 4d6	64 + 4d6	-2	-2	+4
Peredhil	62 + 4d6	58 + 4d6	-2	-1	+2
Kuduk	28 + 3d6	26 + 3d6	+2	+1	+0

## PHYSICAL ATTRIBUTES

Culture	STR	STA	DEX	AGI	EYE	HRG	SML	VOI	TCH
Hildor	+0	+0	+0	+0	+0	+0	+0	+0	+0
Druedain	+0	+1	+0	+0	+1	+2	+2	-1	+0
Edain	+0	+1	+0	+0	+1	+0	+0	+0	+0
Khazâd	+4	+2	+1	+0	+1	+2	+2	+0	+1
Avari	+1	+1	+1	+2	+2	+2	+2	+2	+2
Sinda	+1	+1	+2	+2	+2	+2	+3	+2	+2
Noldo	+1	+2	+2	+3	+3	+3	+3	+3	+3
Peredhil	+0	+1	+1	+1	+1	+1	+1	+1	+1
Kuduk	-2	+3	+1	+3	+1	+0	+0	+0	+1

## PERSONALITY ATTRIBUTES

Culture	INT	AUR (M)	AUR (F)	WIL	MOR
Hildor	+0	+0	+2	+0	+0
Druedain	+0	+0	+2	+0	+0
Edain	+0	+1	+2	+0	+0
Khazâd	+0	-2	-2	+3	+0
Avari	+0	+2	+2	+0	+2
Sinda	+0	+4	+4	+0	+3
Noldo	+1	+6	+6	+1	+4
Peredhil	+0	+2	+2	+0	+0
Kuduk	+0	-1	+0	+2	+0

### Giants in Midgaad?

An examination of the Appearance Attributes table to the left reveals something interesting. The inhabitants of Midgaad are significantly taller than those on Hârn. The typical Hildor of Midgaad towers over the common farmer from Kaldor.

### Medical and Psyche

The Medical and Psyche tables from HârnMaster can be used. A few entries, such as Lycanthropy and Ivashophobia are innapropriate. Reroll any innapropriate results.

## OCCUPATIONS

The occupations available for characters in Northwest Endor are similar to those available in Hârn or Western Lythia. There are too many cultures in Northwest Endor to provide a comprehensive Occupation table. The following are some generalizations that can be made.

### Arcane Occupations

The arcane arts are different in Midgaad than they are in Kethira. An unusual or special background is required before the gamemaster should allow a Mage character. See the Magic section for more information. Alchemists and astrologers are rare. The occupation of Seer is a variation the Astrologer. Replace the astrology skill with the more general divination skill for Seers.

### Cleric

Outside of some tribal and barbarian cultures, and some scattered cults, religion is an informal affair. The role of ministering to the faithful is usually performed by the clanhead or community elder. Such individuals will not have Cleric as a primary occupation.

### Gladiator

In the Third Age in Northwest Endor, only Angmar provided gladiatorial arenas for the entertainment of its subjects. If not playing during the period of the Angmar kingdom, the occupation of Gladiator should be replaced with Mercenary.

### Knight

There are no feudal cultures in Northwest Endor, though there are superficial similarities with some. The kingdoms of Arnor and Gondor have the rank of Knight, and is restricted to those of Dunedain heritage. The Rohirrim have the rank of Knight, but they should be treated as mounted Huscarls instead.

### Viking / Pirate

Vikings are unknown in Midgaad. Though piracy of course exists, it is not a distinct occupation. The infamous Corsairs of Umbar are privateers and not raiders, pillagers or vikings. Replace these occupations with Mercenary as appropriate.

### Ranger

The Ranger occupation is open to all Quendi, as well as the Dunedain branch of the Edain, although the Dunedain tend to prefer broadswords and longbows over hartbows and longknives.

### Psionics

No account of psionic talents exist in any of Professor Tolkien's works. But he does describe some magical abilities that are similar to psionics.

#### ❑ GM Option One

Psionics do not exist in Midgaad.

#### ❑ GM Option Two

Only the Quendi have access to psionic talents, which are treated as innate magical abilities.

## MIDGAAD RELIGION

Religion in Midgaard is an informal affair. Except for a few cults of Morgoth, there are no organized churches or priests. But the inhabitants of Midgaard are far from an irreligious people. Daily personal rituals of a religious nature are common.

## ERU AND THE VALAR

Eru is the One God over Midgaard. He has entrusted the guardianship of Midgaard to the Valar his servants. The Valar are not directly worshipped, but they are revered and called upon by the faithful. Their home is Aman, known as the Undying Lands and the Uttermost West.

## INTERVENTION OF THE VALAR

Since the downfall of Numenor, the Valar have removed themselves from direct interaction with Midgaard. But the Valar still attempt to keep the balance, aiding the free people in their struggles against Sauron.

Characters may attempt to call upon the aid of the Valar. Their chances of aid are directly related to their piety and their struggle against the forces of darkness. The more pious, reverent and faithful the character, the greater the chance that a Valar will hear. The more desperate the struggle against evil, the greater the chance that the Valar will lend aid.

The base chance that a Valar will hear and respond to a request for aid is the character's piety level. This is modified by the nature of the struggle. This modifier will range between -25 to +25, depending upon the forces arrayed against the character. The likelihood of death to the character is not a factor, but the imbalance between the forces of good and evil is. For example, a character faced with a hundred marauding orcs would receive a -25 modifier, but might receive a +25 modifier if faced with a Nazgul.

The gamemaster must judge that the call is worthy, not selfish, and appropriate to the circumstances. The dice are secretly rolled by the gamemaster, who may further adjust (or ignore) the roll to fit the tone and spirit of the adventure.

Please note that in contrast to the HarnMaster Religion rules, piety is not expended by calling upon the Valar. Retribution is never a factor, and conditions are rarely imposed.

Should the Valar respond, the aid will be indirect and not obviously the result of intervention. For example, a breeze could rise and blow the fog away from the Barrow Downs, or a wandering ranger might hear the cries of the character. On the very rare occasions the intervention will manifest itself through an object related to or dedicated to the Valar. For example, the Star of Earendil could suddenly brighten and drive away a Nazgul.

### The Valar

#### Aulë

The Smith of the Valar, Lord of Earth and Crafts. He was the creator of the Khazad, who call him *Mahal*.

#### Estë

The Healer of Hurts and Weariness.

#### Irmo

Lord of Thoughts and Dreams. Also known as *Lórien*.

#### Manwë

The king of the Valar, and Lord of the Air, Wind and Weather.

#### Morgoth

The Black Enemy, Evil One. Also known as *Melkor*.

#### Námo

Master of Spirits and Keeper of the Dead. Lord of the Halls of Waiting. Also known as *Mandos*.

#### Nessa

Mistress of Youth and Celebration.

#### Nienna

Mistress of Grief, Pity and Suffering.

#### Orome

The Huntsman, Lord of Beasts and Forests. Also known as *Araw* and *Aldaron*.

#### Tulkas

The Valiant.

#### Ulmo

Lord of the Ocean and the Waters.

#### Varda

Queen of the Valar, Mistress of Stars and Light. Also known as *Elbereth*.

#### Vairë

Weaver of Fate, and the wife of Námo.

#### Vána

Mistress of Flowers and Music.

#### Yavanna

Mistress of Plants and Bringer of Fruits. Also known as *Kementári*.

## CORRUPTION

Corruption is the result of evil influences and temptations upon the character. Good persons of power and reknown are especially targeted for temptations by the forces of darkness. Corruption is something that must be continually resisted.

Corruption is measured by the loss of piety and willpower. When a character is exposed to certain evil influences, he or she must make a MORx5 roll to avoid its effects. The character loses 1d6 PIE on a MF result, and an additional 1 WIL on a CF result.

The character should split their WIL into two components, an Original WIL, and a Corrupted WIL which records the loss due to corruption. Any skills dependent upon WIL should be similarly split. The Corrupted WIL and skills are then used when resisting temptations, evil powers, and similar unwholesome forces.

Example influences that can lead to corruption are the use of rings of power, exposure to the will of Sauron, the subtle words and whispering of evil wizards, the black breath of the Nazgul, and the dabbling in dark magics. But the normal succumbing to everyday temptations, if instigated by the forces of darkness, can also lead to corruption. The promise of gold has corrupted many over the ages.

As a character's Corrupted WIL drops, those familiar with the character will begin to notice that something is wrong. Should Corrupted WIL drop to zero, the character has become fully corrupt, and is under the control of dark forces. The gamemaster should remove the character from the player's control completely. The character becomes an NPC, and will actively work to further the aims of darkness.

## MIDGAAD MAGIC

Magic in Midgaad is both common and rare. Echoes of magic from ages long past still remain, and at times it seems as if the very land is magical. But magic using individuals are very rare.

A character's access to magic and specific convocations is restricted by their culture's magical traditions. If a character comes from a culture without a tradition of magic, he or she may not learn magic unless an extraordinary background is presented to the gamemaster. The gamemaster must judge whether a given culture has a tradition of magic.

For example, There are no mages in Bree, so there is no opportunity to learn magic in Bree. But even if you're in Minas Tirith, finding a mage with an open apprenticeship is going to be difficult. Some mages never take apprentices.

All Quendi have access to magic, but magic use is rare outside of the Noldo. An elf character may learn magic from the traditional convocation of their clan. Not every clan will have a tradition of magic. Fyvria is the most common convocation.

Dwarven mages are very rare. They learn magic through a master/apprentice relationship. The only convocation open to them due to tradition is Jmorvi.

## Piety

Although religion in Midgaad is treated very differently than religion in Kethira, characters will still have piety representing their religious reverence. Roll 5d6 to determine initial piety.

## Corruption Defense?

Players who prefer characters on the more "shady" side of ethics will notice that resistance against corruption is based on morality. They may protest that this is unsportsmanlike on the part of the gamemaster.

They should not be unduly concerned. The forces of darkness are much more interested in corrupting the good and honest character than in completing the downfall of those already on their side of the fence.

## Midgaad Convocations

The convocations in Midgaad are the same as they are in HârnMaster Magic, but they have different names. They also have slightly different meanings than they do in Kethira, though this can vary by culture. For example, the Lyhavi mages of Midgaad specialize more in weather than those of Hârn.

Kethira	Midgaad
Lyhavi	Gwaitur
Peleahn	Naurtur
Jmorvi	Mirtur
Fyvria	Gemetur
Odivshe	Nentur
Savorya	Oretur

## Written Works

Written works on regarding magic are almost unheard of. Elves do not use them. The dwarves keep theirs secret. The remaining are of human origin and are exceedingly rare.

There are perhaps less than twenty five human mages in all of Northwest Endor. They learn magic through a master/apprentice relationship. Convocation is limited to that which the master teaches. Only the Edain have a tradition of magic.

The Kuduk and Yrch have no tradition of magic.

## THE ISTARI

The Istari are the only formal order of magic users in Northwest Endor. These five wizards are not mortal, but servants of the Valar who have come to Midgaad to aid the free people in their struggle against the Enemy. The term "Wizard" is used exclusively to refer to a member of this order.

No player character may be an Istari, though it is possible that they may be taught by one.

## SORCERY

Sorcery is the darker side of magic. The differences between normal magic and sorcery can be hard to discern by mortals. Magic that works against the natural world and order of things is sorcery.

For example, decay spells are not sorcery, since decay is a part of the natural order. But pollution spells are sorcery since pollution is not natural. Savoyra/Oretur spells can often be the hardest to distinguish.

If a critical success or failure is made while casting a sorcerous spell, a corruption roll must be made. See the Religion section for more information on corruption.

## DETECTION

*"If there are any to see, then I at least am revealed to them. I have written 'Gandalf is here' in signs that all can read from Rivendell to the Mouths of the Anduin."*

*Gandalf the Grey*

The use of magic has a larger impact upon the world of Midgaad than it does in Kethira. One side effect of this is the greater ease of detecting the use of magic. Gandalf may have been exaggerating when he claimed his simple spell could be detected a few hundred miles away, but his concern was real.

In addition to detection spells having their range increased by an order of magnitude, magic leaves a residue behind that can be discovered days after the magic has expired.

This would normally be a minor concern for magic users, if it were not for the fact that it increases the chance of being noticed by Sauron or other dark forces. The level of the spell being cast is the base chance that the magic use will be noticed by dark forces. This is doubled if the character is being actively sought after or if the spell result was a critical failure. Moderate spell failures do not expend any power, and there is no chance of their being discovered.

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