

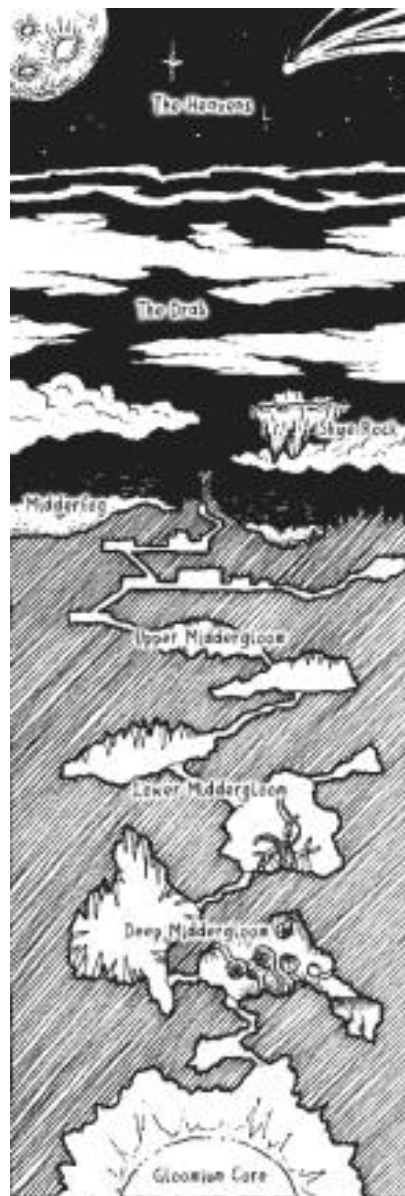
# Midderlands

## Player Primer

The Midderlands is very much like our own world was in the late middle-ages/early renaissance, viewed through grimy spectacles. A twisted, fantasy version of our own world with a hunk of metal called Gloomium at its core.

Like the real world the Midderlands exists in layers:

- **The Heavens:** Pure expanses of sky containing the constellations. Above it lies only the abode of the gods.
- **The Drab:** The ever-present atmosphere of the Midderlands, tinted with a faint green. On days when it is clear the heavens can be glimpsed through the mists.
- Nearer ground level—particularly near water—the mists often condense into the **Midderfog**.
- Below the surface lies the **Middergloom**, a realm of dark emerald horrors that become more bizarre and alien the further down one delves.
- At the core of the world lies a hunk of magical **Gloomium**.



### Gloomium

Occasionally magical Gloomium seeps to the surface, offering power to those who are willing to risk the dangers of mutation and madness.

### The Colour Green

Many things in the Midderlands are tinted green, from Gloomium to the fog that shrouds the land. People and animals affected by the taint are known as gloom-touched.

### History of the Havenlands

Many hundreds of years ago the Havenlands was occupied by savage warrior tribes, these came into conflict with the invading Gomans who left many marks on the land including Hadreen's Wall before withdrawing back to their homeland across the sea.

### Rulership of the Land

The Havenlands are ruled by Queen Elspeth IV, also known as the Mad Queen. Surrounded by sycophants and Lords of all types the Queen rules the lands from her seat in the city of Great Lunden, taking great delight in putting the heads of traitors on spikes through-out the capitol city.

### Faith in the Havenlands

Religion is a strong force in the lives of most people throughout the Havenlands. There is some debate about whether a number of gods rule or if the gods—known as 'Them Upstairs'—are simply multiple aspects of the same divinity.

In the Midderlands there is a general perception that the gods dwell above the Heavens and that demons and the Devil lurk below ground. Living a good or a bad life determines the destination of one's soul following the death of the body.

### Great Lunden

The area that became Great Lunden was once a Goman fortress known as Lundenium built to fend off the warrior-queen Boodlica. The current city has been built atop the bones of the old, but in places the ancient architecture remains.

Lit by olive Gloombug lanterns, the modern city of Lunden changes character when darkness falls, transforming from a bustling metropolis and trade-hub into a dangerous den of thieves, grifters and killers.

Welcome to Great Lunden.