

# Races of the Midderlands

## C&C Version

### Dwarves

Dwarves are a tradition bound race divided into strict castes:

- **The Worker Caste:**  
Whose skin appears the colour of clay or common stone.
- **The Warrior Caste:**  
Fighters who skins appears as iron and other common metals.
- **The Noble Caste:**  
Whose skin appears as gold and precious metals.

Dwarves are most often found in their strongholds, deep in the hearts of the most forbidding mountains of

**Scrotland**, however--due to demand for their craftsmanship--some Dwarves have been lured away to other parts.

Indeed, many of the senior forge masters in **Blackgate** are Dwarves, although the expertise and reputation of **Bilegate** has done little to quell their dislike of goblinoids.

Although most Dwarves adhere strongly to their traditions, every so often a Dwarf is born who longs for something more, these "rebels" often run into trouble and find themselves exiled.

### Elves

Elves are a beautiful and almost ageless race, believed to have once acted as guardians of the great forests that covered the Havenlands before the coming of Man. They are

now a race in decline, with many of their kind having withdrawn from the shores of the Havenlands, they are rarely seen and often distrusted due to a fey air about them.

Elves have a slight greenish tinge to their skin and--if rumours are to be believed--do not die when they reach advanced age but rather fall into a deep sleep and become tree-like guardians of the land.

There propensity and natural ability with magical makes **Great Lunden** a dangerous place for them as the **Witch finders Guild** ruthlessly hunts down those it believes to be tampering with dark, arcane forces.

### Gnomes

It is believed that when the **Dwarves** withdrew to their mountain strongholds many

years before the rise of Man, following some unpleasant business with the **Elves**, that a single Clan refused to leave their homes, becoming enamoured with the natural world around them. Over the years these, once doughty creatures, shed their suspicious nature, embracing a life of song and one-ness with nature.

Gnomes are regarded with some suspicion in **Great Lunden** due to their propensity for pranks and also their natural arcane leanings, many an incautious Gnome has found the City rapidly becoming an unfriendly place to them.

### Elf-Blooded (Half-Elf)

Although it is rare, occasionally an Elf and Human find themselves drawn together by bonds of

love, Elves can become enamoured of a Human's vibrancy and lust for life whilst the Human is often taken aback by an Elves natural beauty. Although such pairings seldom last in the long-term the result is sometimes an Elf-Blooded, a person with the characteristics of both parents but able to fit into neither of their worlds fully.

To play an Elf-Blooded in C&C use the standard stats for a Half-Elf.

Many such outcasts take up an adventuring life or seek to lose themselves in the City, hiding their heritage and using their natural talents to make ends meet.

### **Goblin (Halfling)**

Although *Halflings* are unknown in the Midderlands, there are a variety of

different Goblins and goblin-like creatures that make the country their home, indeed in Great Lunden there is even a [district turned entirely over to them](#) following the saving of a previous Monarch's life by the famous Dourgul.

To play a Goblin in C&C, use the standard Halfling stats.

Goblins are regarded as somewhat troublesome and are watched warily outside [Bileward](#) however they have gained a degree of grudging acceptance in Great Lunden, which prides itself on being more cosmopolitan than most places.

### **Goblin-Blooded (Half-Orc)**

Although they are called Goblin-Blooded, these unfortunates often have mixed and murky bloodlines; Orcs are unknown in the

Midderlands but there are various Goblin species and other savage humanoids who occasionally mix their bloodlines with Humans in ways best not considered. The resultant offspring are often considerably stronger than their parents, the combination of bloodlines resulting in a creature as tall as a typical human but with the savagery and temperament of an ill-mannered Goblin.

To play a Goblin-Blooded in C&C use the standard stats for Half-Orcs.

Goblin-Blooded are accepted in the [Bileward](#) and are often used for manual labour, guard duty and other activities that require physical strength and not much in the way of brain-power. Outside they are viewed with some suspicion due to their often violent

nature, and have often been used as scapegoats when the Peekers need a guilty-party in an investigation.

## **Humans**

One of the most widespread races in the Havenlands, primitive Humans lived on the Havenlands well before the coming of the mighty Goman Empire brought civilisation to their shores. Some remnants of these tribes survive in Scrotland the Oldenwale, although hundreds of years has led to them developing very different societies.

The main population of Havenlanders is composed of a mixture of ethnic groups incorporating the remnants of the tribesmen, bloodlines from the Goman conquest and other races of Man that have invaded or migrated to the island.