

Midderzine

More green for your game

More fodder for your
'The Midderlands' OSR campaign setting.

IN THIS ISSUE:

Meet the Midderlander: Edwin Nagy, the
New England wizard.

More rumours from The Haven Gazette.

A New Cult: The Vile Sign.

Some 'Slightly Less Sh*t' random tables for
creating Containers of Liquid and
+1 Weapons & Armour.

Port Mulhollow: An underground
settlement.

New Monsters: Pigseers, Biledogs, and
Dunglings.

A New Class: The Woad Rager.

New Oddities including: Laird MacCrae's
Prime Haggis, and Screaming Sporrans.

And more...

OSR
OLD SCHOOL RPG

Issue 2
December 2018

PUBLISHED BY: MonkeyBlood Design & Publishing

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The content in these pages is always intended to be treated with a light heart, and no offence is intended if there is any to be seen.

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TEXT: Glynn Seal, Edwin Nagy (pgs. 1 & 2), and Richard Marpole (pgs. 16-20, 21 - Breakspear Wood, 22-23, and 24 - Scottish Mundane Weapons).

INTERIOR ART: Glynn Seal and Jim Magnusson (pg. 24)

SPECIAL MENTIONS: Thanks for the love and support to Catherine, Matthew, and James; Sandra and Tony; Dawn and Steve; Dan, Jake, and Hannah.

THE FELL TYPES ARE DIGITALLY REPRODUCED BY IGINO MARINI.
www.iginomarini.com.

SUBMISSIONS

DO YOU WANT TO CONTRIBUTE AN ARTICLE OR ARTWORK TO THE MIDDERZINE?

Why not drop an email to glynn@monkeyblooddesign.co.uk with the title 'Midderrzine Article' with a quick overview. It can be really short (a few sentences), or a couple of pages.

If we use it, you will be credited above in the relevant issue and receive a complimentary softcover copy.

WHERE CAN I EXCHANGE COINS FOR MIDDERLANDS STUFF?

Well, here: <http://www.drivethrurpg.com/browse/pub/7771/MonkeyBlood-Design>

Here: <http://monkeyblooddesign.co.uk/The-Midderrlands>

And here: <http://monkeyblooddesign.co.uk/Midderrzine>

Keep an eye out for future Kickstarter projects too.



INTRODUCTION

WELCOME TO THE MIDDERZINE, ISSUE 2!

Hello everyone,

Yes, this is the SECOND issue of the Midderzine, and thanks so much to all of you for the help and support in making issue 1 such a success.

This issue also sees a fan/reviewer, and newcomer to the setting – the awesome Richard Marpole – taking on some more of the region of Scotoland, for which he is amply qualified, having Scottish heritage. That said, he advised these words of caution...

[Some of the content in this issue] draws on the myth of Scotland and transplants it into the Midderlands setting. Few things in these pages bear any great resemblance to the real Scotland, past or present. To all true Scots who read this article, I say – these words were born out of a great affection for Scotland, both the fantasy and the reality, so please don't declare a blood-feud against me.

Thanks to Richard for a new class – The Woad Rager, and some new oddities, all provided for Scottish-inspired adventuring in the gloomium-hued northern lands.

So, enjoy all that and more in this issue, and don't forget to drop me an email if you have any good 'game juice' to submit for future issues.

Stay in the light of the gloombug lanterns.

Thanks so much,
Glynn (December 2018).

MEET THE MIDDERLANDER

This piece is where we promote the work of another person that has helped in our process and journey of self-publishing, and whose work we greatly admire. In this issue, we welcome...

EDWIN NAGY

WHERE DO YOU LIVE AND IS IT COOL?:

I live in New England, in central Maine, a very cool place. Ninety percent of the state is forested, which is a little creepy, and the coast is stunning. There is plenty of eerie here, between the fog and backwoods areas. We have a strong fishing industry, a lot of decaying forestry infrastructure, a beautiful autumn, and some fun accents. It's very green when it's not white.

WHAT IS YOUR CURRENT FAVOURITE RPG?:

D&D 5e and *Call of Cthulhu* 7E are the two games I play most frequently these days. Not sure if they are my favorite, necessarily. Good games though.

WHAT IS YOUR ALL-TIME FAVOURITE RPG?:

Can't do it. I have plenty of nostalgic joy for *AD&D* 1st Ed., which was my starting game, although I enjoy the organization of *OSRIC* more these days. I dig the OSR scene, but don't really differentiate between the flavors.

I enjoy most aspects of *5e D&D* and tend to run that for fantasy games. I play and run a ton of *Call of Cthulhu*.

WHAT IS YOUR FAVOURITE MIDDERLANDS-RELATED THING?: I'm going to have to go meta on this question. It has definitely been the opportunity to work and game with *The Midderlands* team. Still meta, but at least related to the product, I've really enjoyed the opportunity to write just the juice. It's a fun level to work at.

IF YOU LIVED IN THE MIDDERLANDS, WHERE WOULD YOU LIVE?:

I just spent six months in France, so I think I would return to Gaulandia and deal with the fog and pirates there instead of here in Maine.

WHAT IS YOUR BEST PIECE OF RPG WORK TO DATE (EXCLUDING THE MIDDERLANDS, OBVS) AND WHERE CAN WE FIND IT?: I am finishing up managing and doing the *5e* translation for Frog God Games' *City of Brass*. It's looking like it will be a great book, both in terms of gameability and aesthetically. I worked on *Rappan Athuk 5e* for Frog God as well and that

is already available.

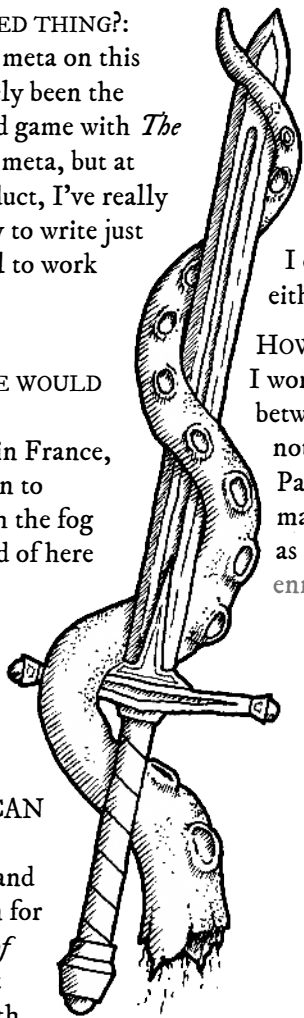
<https://froggodgames.com/frogs/>

GLYNN'S NOTE: *I know, I've got it - it's ace!*

WHAT IS YOUR FAVOURITE FOOD?: It is hard to beat good bread with good cheese. Some carrot cakes come close.

DO YOU HAVE A WEBSITE?: I don't. Don't have a cell phone either.

HOW CAN WE COMMISSION YOU?: I work as an editor, a translator between OSR and *5e* (and from, but not to, *1E*, *2E*, & *Pathfinder/3.0/3.5*), a project manager, and occasionally even as a writer. Best contact is enn.in.me@gmail.com.



THE HAVEN GAZETTE

THE LATEST IN HUSHED MURMURINGS FROM ACROSS HAVENLAND

THIS MONTH'S GAE/GRIMM COUNT	
Murders	198
Hangings	302
Burnings	32
Taken in the night.....	144
Possessions	9

Turned into devil	6
Drowned	312
Mudcow stampede	14
Explosion	6
Lost at sea	622
Executed by Witchfinders ...	109

Lost in the Middergloom	64
Consumed by neighbours.....	4
Missing	1,910
Taken by a plague	311
Spontaneously combusted	10
Consumed by badgers	13

THE LUCKY BAZAAR'S GOLDEN LIONMAN

In the inner wards of Great Lunden, the Lucky Bazaar is proudly displaying an opulent golden statue in its entrance hallway. The charismatic owner of the bazaar, Ullasar Mahad, has said that the statue originates from near his homelands far away in the deserts to the south east of Havenland.

The ten foot long statue is that of a lion lying paws outstretched facing the entrance. Instead of a lions head, a human head sits proudly atop, adorned in a wondrous serpentine headdress. The statue seems to be made from solid gold, giving a satisfyingly expensive sound when tapped. The eyes of the statue are glistening rubies, and the serpentine figures on the headdress are decorated in scintillating green enamels.

Every hour, on the hour, the statue's head looks around, and then snaps back into its forward facing position. Some say that it is an automaton guard, others say it is a lure to entice the capture of audacious thieves, and some say that it is simply a beautiful artifact placed there to remind folks about the wealth of its owner.

WALKING PIGMEN OF NORTH NORTHWICH

Strange pigmen have been reported north of Northwich, Norfolkshire.

Dressed in red robes and of a menacing demeanour they have been slaughtering sheep during night raids and leaving blood-daubed messages on the sides of barns, farmhouses, and outbuildings simply stating "Beware the Pigseers! Leave Now!" It is usually accompanied by a stylised pig's trotter icon.

BEWARE THE
PIGSEERS!
LEAVE NOW!
W

Artists impression of the graffiti found.

As yet, no farmers have been killed, but it only seems to be a matter of time before someone is. Their motivations have not yet been established, but Lord

Sevrin Brewer has urged for calm and said that the matter is under control.

No one yet knows if these pigmen are real or if they are humans masquerading as pigmen, but it is suspected that whoever they are, their agenda seems rooted in agricultural politics of the area.

LORD MUNG'S STOLEN

TANKARD

A manhunt is underway after a silver tankard bearing the crest of the Lord of Staffleford, and etched under the base with the inscription, 'Drink, drink, and drink yet again, until blood flows in the streets' has gone missing. A rumour suggests that it is a magical tankard which replenishes on command.

The tankard – belonging to Lord Beron Mung – was last seen by the Lord himself, before he passed out on the balcony of the High House. His advisors have claimed that he had a fever, but everyone knows that the Lord was drunk, as he was previously howling abuse into thin air, and singing songs about 'little, fucking goblins'.

A reward of three, one pound turnips has been offered for information that leads to its recovery. Lord Mung thinks this is too much, but his advisors are suggesting increasing it based on the fact that average Stafflefolk would rather have a magical beer tankard than three turnips.

It is decreed that the person who stole the tankard, will have their fingers and toes pulled off, their eyes gouged out, their tongue cut out, and finally be pulled apart by horses as punishment.

THE BLOOD WELL OF FETTERSTONE

In the centre of the small way-settlement of Fetterstone is the hamlet's well. A source of orangey-brown water for fetherfolk and travellers alike, it was dug a hundred years ago, and is one of the deepest wells in the area, tapping into a deep aquifer.

Recently, buckets raised from the well have only contained fresh blood. It is not known how the blood is getting into the water supply, but they are currently transporting barrels of water from Wolfhorton until someone can find out why, or the blood stops of its own accord.

Sheriff Lancaster Boldhope has offered a reward of 25 gold quids to anyone that can resolve the problem permanently.

DEAD DOGS

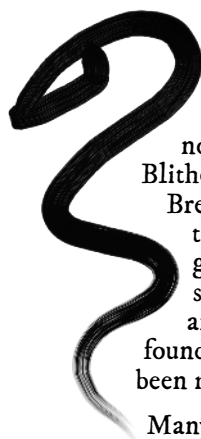
A pile of twenty-seven dead dogs have been found inside a rented barn outside Wodensberry. All the dogs appear similar in age, and are of a type not seen locally. The black mastiff-like dogs show no signs of disease or trauma, but appear to have died of heart attacks.

The barn owner, Claddius Hump, rented the barn to a strange, bald man who spoke with a foreign-sounding accent. He wanted to use the barn to conduct experiments, and has since disappeared. The local Witchfinder, Montague Bigginlock has investigated and found signs of witchcraft and devilry at the barn.

NEW CULT

THE VILE SIGN

*The Middelands Map
Hex 1503*



A new symbol has been appearing in the north near Staffleford, Blithen Lake, and Abbots Bream. Scratched on trees, marked on the ground, and cut into the skin of slaughtered animals, no-one has found out who or what has been making the markings.

Many stories of a serpent cult are currently doing the rounds based on the shape of the symbol. The truth is somewhat different. The locals have begun to call the symbol 'The Vile Sign'.

On the edges of Haywood Woods, west of Blithen Lake and east of Staffleford are the hamlets of Great Haywood and Little Haywood. Nothing but minor settlements of a few buildings with scattered farms. The folk here are hard-working, and toil daily to make a living, and also just enough to pay their taxes to the asshole, Lord Mung of Staffleford.

One of the outlying farmers, Uriah Portington, keeps a herd of sheep which he grazes in the pastures where the trees of Haywood Wood are sparse. It is near here that a pool of water filled with lily pads and duckweed, known as Weedwater, lies.

One day last summer, Uriah had to rescue one of his sheep after it had become trapped in the duckweed. He

dived in and whilst wrestling with the ewe and the weeds, discovered an object in the mud under his feet. He managed to retrieve the mud and silt-caked item to reveal a silver pendant. Made with a heavy chain, the pendant itself held an opaque, dark-green stone with a tadpole trapped inside.

Once he had put the pendant on, a curse was triggered, and a long-banished demi-god, Froggathoth was heard once again. Now a minion of Froggathoth, Uriah is now spending his time putting the demi-god's plans of returning to his former status into effect.

Uriah has secretly been gathering a bunch of village miscreants, disillusioned farmfolk, and bored peasants to his 'secret circle'.

The circle known as The Followers of Froggathoth meet in secret locations and follow the often cryptic and tenuous instructions of the demi-god they now venerate – passed through the pendant to Uriah. They are responsible for the markings, which are supposed to represent the tadpole and Froggathoth's rebirth.

Uriah and his wife, Doris – who has also worn the pendant briefly – are now enraptured and will hide their plans and seek to kill anyone that tries to prevent them from bringing Froggathoth to the lands to walk/swim/hop again.

They are surrounded by loyal members who will defend Uriah and Doris until the end. All Followers of Froggathoth have touched the pendant.

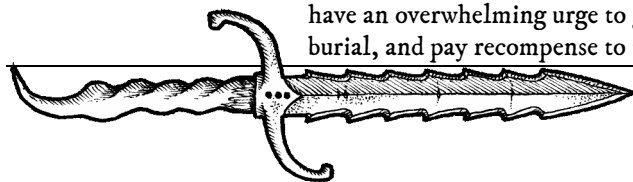
RANDOM TABLES

A collection of tables for spicing up your game. Roll for each column, and combine.

SLIGHTLY LESS SHIT +1 WEAPONS

ROLL (1D30)	WEAPON TYPE (ALL ARE +1)	ADDITIONAL QUALITY
1	Axe, Battle	Cries when it damages anything.
2	Axe, Great	Sheds a soft light when any goblin is within 100 ft.
3	Axe, Hand	Can cast <i>Light</i> , 1/day as a Level 1 caster.
4	Blackjack	Talks about old legends when owner is asleep. Annoying.
5	Bow, Composite, and Arrows	Has a concealed compartment suitably-sized for the weapon type.
6	Bow, Long, and Arrows	Laughs when it damages anything.
7	Bow, Short, and Arrows	Can cast <i>Cure Light Wounds</i> , 1/day as a Level 1 caster.
8	Cestus	On command, can guide wielder to the nearest frog.
9	Club	On command, can guide wielder to the nearest water source.
10	Crossbow, Heavy, and Bolts	The weapon is engraved with the name, Oberron. Can cast <i>Monster Summoning I</i> , 1/day as a Level 1 caster, although it always summons a dog which responds to the name, Oberron.
11	Crossbow, Light, and Bolts	You can never wipe the blood off it.
12	Dagger	When swung (or fired/thrown), it makes a kind of electric humming sound.
13	Dart	When it is in the presence of nobles or royalty it will occasionally, and quietly mutter, " <i>You fucking, pompous asshole!</i> " Or other insult.
14	Falchion	All damage done to tavernkeepers or innkeepers is healed back to the wielder.
15	Flail, Horseman's	The weapon is bright pink with a pink-dyed, fur-covered hilt.
16	Flail, Two- handed	The weapon growls and barks when it sees anyone with a moustache.
17	Janbiya	The weapon is +3 against turtles and turtlekind.

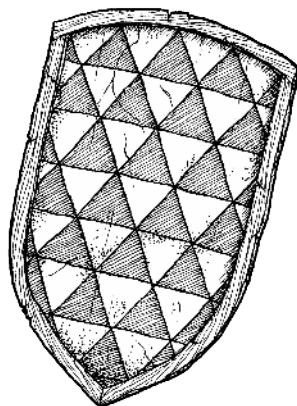
ROLL (ID30)	WEAPON TYPE (ALL ARE +1)	ADDITIONAL QUALITY
18	Javelin (or Harpoon)	Every time the weapon causes damage, the wielder is urged to laugh gleefully, and shout out <i>"I fucking love this!"</i>
19	Khopesh	Every time the wielder rolls a natural 20 to hit, they do triple damage, then they miss an entire round (1 minute) as if affected by a <i>Hold Person</i> spell.
20	Lance	The weapon creates a shower of sparks every time it hits anything.
21	Mace, Heavy	The weapon always deals 1 damage when it hits, although the wielder always sees hits as more damaging, visceral, and mortal wounds.
22	Polearm	The weapon is made of pulsing, green-tinged flesh, but is otherwise treated as a normal weapon of that type.
23	Sling and Stones	The weapon becomes invisible when not held.
24	Spear	The weapon summons a block of cheese at the wielder's feet after every successful hit.
25	Staff, Two-handed	On a to-hit roll of a natural 20, the weapon does double damage, plus has a 10% chance of exploding as a ball of arcane fire for 6d6 damage to the wielder and all in a 10 foot radius, destroying the weapon in the process.
26	Sword, Bastard	On a to-hit roll of a natural 20, the weapon does double damage, plus it has a 10% chance of reducing the target's and the wielder's Hit Points to zero.
27	Sword, Long	When the weapon kills an opponent (less than 0 Hit Points), their bodies turn to dust leaving only magical items and potions that they carried.
28	Sword, Short or Gladius	On a natural to-hit roll of a 6, the weapon makes the wielder scream out loud, <i>"I am the devil, and I will eat your soul!"</i>
29	Sword, Two-handed	On a natural to-hit roll of a 1, the wielder drops the weapon. When they bend down to pick it up, they release a cacophonous fart and soil themselves.
30	Warhammer	If the wielder kills an opponent with the weapon, they have an overwhelming urge to give the opponent a full burial, and pay recompense to their family.



SLIGHTLY LESS SHIT +1 ARMOURS

ROLL (ID30)	ARMOUR TYPE (ALL +1)	ADDITIONAL QUALITY
1	Armour, Banded	Glow with a soft green light on command.
2	Armour, Brigandine	Edible.
3	Armour, Chain Mail	Appearance of stone.
4	Armour, Cuirass	When struck, shouts <i>"Ouch! You fucker!"</i>
5	Armour, Gambeson	Can shine with a blinding light for 1 round, 1/day. Attackers get -1 to hit.
6	Armour, Lamellar	Can change it's type 1/day for 1 round. Leather armour could become plate, with all benefits and penalties.
7	Armour, Leather	Is black and covered with skull iconography. Helms are skull-shaped. Anyone looking at the wearer only sees a skeleton.
8	Armour, Padded	Decorated in fake dragon scales. Wearer/wielder can jump twice as far and as high as normal.
9	Armour, Plate	Invisible when held/worn. Still makes the usual noises.
10	Armour, Ring	The wearer/wielder gains no AC benefits, but gains +2 to all attacks.
11	Armour, Splint	Hisses constantly as if releasing steam.
12	Armour, Studded Leather	Allows wearer to <i>Polymorph Self</i> as per the spell, 1/day, into a large fish (up to 3 feet long).
13	Coif	When worn or held, the wearer/wielder smells overpoweringly of fish.
14	Greaves, Arm	When worn or held, the wearer/wielder smells overpoweringly of silage.
15	Greaves, Leg	When struck by a damaging blow, the attacker gets shocked for 1 damage.
16	Helm, Barbute	When in combat, it sings like a bad bard.
17	Helm, Basinet	When struck by a to-hit roll of a natural 20, a loaf of bread drops from above.
18	Helm, Capacete	When struck by a to-hit roll of a natural 20, the attacker is knocked prone after dealing double damage to the wielder/wearer.

ROLL (ID30)	ARMOUR TYPE (ALL +1)	ADDITIONAL QUALITY
19	Helm, Great	Wearer/wielder can see in the dark as if holding a hooded lantern.
20	Helm, Kabashi Kabuto	Inside of armour and headgear is fur lined, outside is spiked, shields are backed with fur, and covered in spike on the external face.
21	Helm, Sallet	Armour magically (on its own) takes 1 round to don, and 1 round to remove. Headgear and shields fly to the wearers head and hands respectively, automatically as a free action, on command.
22	Shield, Buckler	Wearer/wielder needs two hours less sleep for a full rest is worn/held whilst sleeping.
23	Shield, Heater	Can cast <i>Cure Light Wounds</i> , 1/day, as a level 1 caster.
24	Shield, Kite	Can cast <i>Purify Food & Drink</i> , 1/day, as a level 1 caster.
25	Shield, Mantlet	If an attacker hits, they must make a saving throw or be at -1 to hit for 1d6 rounds.
26	Shield, Parma	The wielder/wearer is immune to poison whilst wearing/wielding.
27	Shield, Pavise	The wielder/wearer cannot be paralysed whilst wearing/wielding.
28	Shield, Renntartsche	The wielder/wearer cannot be turned to stone whilst wearing/wielding.
29	Shield, Scutum	All damage to the wearer/wielder from critical hits, are halved (round up) on a successful saving throw.
30	Shield, Targe	The armour, headgear, or shield constantly bleeds.



SLIGHTLY LESS SHIT CONTAINERS OF LIQUID

ROLL (ID30)	CONTAINER	LOOKS	SMELL	TASTE	EFFECTS ON IMBIBER
1	Glass	Green, transparent	Onions	Milk, Goat's	High increase in sex drive.
2	Bone	Green, opaque	Cheese, stinky	Blood, Animal	Hum incessantly for 4 hours.
3	Horn	Blue, transparent	Blood	Honey	Double effect <i>Cure Light Wounds.</i>
4	Waterskin	Blue, opaque	Curdled milk	Water	Double effect <i>Cure Serious Wounds.</i>
5	Crystal	Red, transparent	Oranges	Tea	Can unbuckle belts and knots by sight.
6	Emerald	Red, opaque	Lavender	Wine, cheap	Imbiber is instantly very drunk.
7	Oak	Orange, transparent	Mint	Semen	Imbiber turns green.
8	Diamond	Orange, opaque	Egg	Mead	Imbiber turns blue.
9	Silver	Violet, transparent	Rotting meat	Ale	Skin of imbiber is covered in spines.
10	Gold	Violet, opaque	Roses	Orange juice	Imbiber's skin becomes very oily. They cannot grip anything.
11	Platinum	Purple, transparent	Fresh soil	Pear juice	Levitates off floor by one foot.
12	Electrum	Purple, opaque	Ozone	Cider	Can turn any cheese into gold and vice versa. Lasts 1d6 rounds.
13	Mummified rat	Turquoise, transparent	Fresh bread	Wine, expensive	Can breathe normally in any liquid.
14	Copper	Turquoise, opaque	Semen	Tasteless	Can cast a single <i>magic missile</i> every round.

ROLL (1D30)	CONTAINER	LOOKS	SMELL	TASTE	EFFECTS ON IMBIBER
15	Tin	Clear	Fish	Urine	Hurls an insult at anyone near every round.
16	Middium	Opaque (like jizz)	Smoked bacon	Rapeseed Oil	+1 bonus to armour class.
17	Iron	White (like milk)	Body odour	Sugary	+1 bonus to saving throws.
18	Antler	Black, transparent	Unwashed feet	Salty	Can sing well.
19	Dried leaves	Black, opaque	Cabbage	Potato	Can see true gold.
20	Leather	Liquid metal	Perfume	Leek	Turns into cheese.
21	Turnip	Steam	Sprouts	Aniseed	Can attract 1d100 rats.
22	Thick parchment	Speckled with gold flakes	Odourless	Milk, Mud Cow's	Urge to eat dogs, raw.
23	Invisible	Yellow, transparent	Faeces	Blood, Human	Can talk to pigeons.
24	Yew	Yellow, opaque	Urine	Sweat	Imbiber passes out.
25	Dragon hide	Appears empty	Saffron	Vomit	Believes they can fly.
26	Cow udder	Like seawater	Hazelnut	Bile	Shrouded in a luminous green glow.
27	Monkey skull	Rainbow colours	Burnt	Mucus	Turns into a small monkey.
28	Brass	Ice	Stale bread	Strawberry	Makes loud, clanking sound when they move.
29	Carrot	Magma	Peppers	Blackberry	Laughs constantly.
30	Bark	Mud	Rotting leaves	Chocolate	Cannot move, as if paralysed.

Container size 1d6: 1-2=Small, 3-4=Medium, 5-6=Large. Fish should be kept in a suitable container/vessel. All effects last 1d6 turns and can be used once unless otherwise noted.

HEXES & UNIQUE LOCATIONS

PORT MULHOLLOW

The Midderlands Map Hex 2710

Far beneath the sleepy fields of crops and grazing cattle lies a settlement known as Port Mulhollow. A refuge for thieves, smugglers, brigands and those that who are somehow different from the land above – whether touched by the effects of disease or gloomium – they are welcome here.

The port is an illicit trading post and home to those brave enough to delve further down than the port, in the search for treasures, ores, and gemstones. Goblins dwell here, and even stranger creatures have sought trade here, only to slither back to their deeper dwellings.

The port is run by a man named Sir Foxley from his refuge of Fort Black. Foxley is also an intelligence gatherer for the Silver Hand, and his primary mission is to gather news of any discoveries or unusual events that occur in the Middergloom.

The port is lit with gloombug lanterns giving it an eerie-green glow on approach.

1. These statues are of two, 15 feet tall figures wearing hooded robes with an arm outstretched holding a large hooded lantern illuminating the approach to Port Mulhollow.
2. The port entrance is cobble-paved and has a small dock for mooring rowing boats and barges. Large oak doors hang open leading into a tunnel through to the port.

PORT MULHOLLOW MAP KEY:

1. The Guardians of Mulhollow
 2. Port Entrance
 3. The Tarnished Hand Tavern
 4. The Shadowy Cat Inn
 5. Mulhollow Hall
 6. Goot's Watchtower
 7. Fort Black
 8. The Black Barracks
 9. Fighting Arena
 10. Food and Hardware Store
 11. Livestock Pens
3. A surprisingly good tavern, if not a little grubby in places. This is run by Gilligan Mulberry, a Silver Hand operative.
 4. Three stories tall, there are decent rooms to be found here if you don't mind sleeping in common rooms full of snoring goblins and folk who have spent too much time underground.
 5. The Town Hall where justice is dealt and 'port laws' are decided.
 6. The wart goblin, Goot Olbo keeps watch over the port from his tower and reports anything unusual to Sir Foxley.
 7. Sir Foxley's residence. A black stone keep. Inside, is a teleportation chamber that leads to the Guild of Messengers in Great Lunden.
 8. The Port Mulhollow guard are stationed here. Their tabards are black with a green tentacle.
 9. Disputes are settled here... to the death.
 10. Food supplies and building materials are stored here, such as new doors and timber.
 11. Sheep, pigs, chickens, and geese.

Port Mulhollow

North



NEW MONSTERS

PIGSEER

HIT DICE: 3

ARMOUR CLASS: 5 [14]

ATTACKS: Longsword (1d8)
or spell

SAVING THROW: 12

SPECIAL: Spellcasting,
Dimension Squeal

MOVE: 12

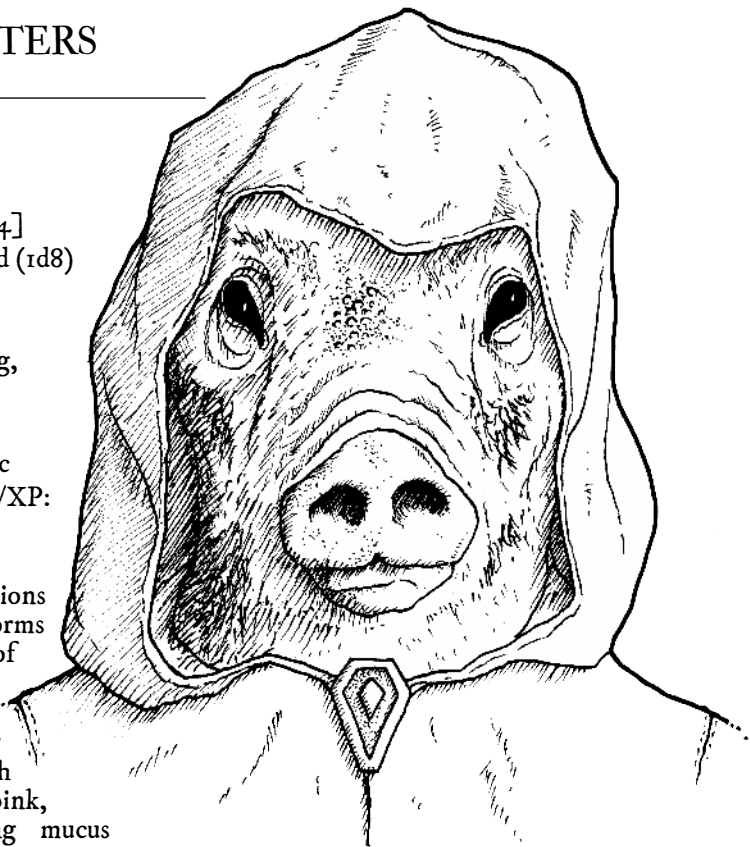
ALIGNMENT: Chaotic

CHALLENGE LEVEL/XP:

4/120

Pigseers are corruptions of man and pig forms covered in patches of coarse hairs and calloused or blistered skin. Their skins are tinged with green rather than pink, and a foul-smelling mucus dribbles from their snouts.

Created in the dark recesses of the Upper Middergloom by a strange entity known as *Sus Daemonium Viridi*, this monstrous, gloomium-corrupted demon commands a small army of pigmen known as the Pigseers. These pigmen are always dressed in dirty vermilion robes covering chainmail armour. They are beginning to surface in Norfolkshire slaughtering their mortal enemies, sheepkind, and those that look after them. No one yet fully understands *Sus Daemonium Viridi*'s motivation for the sheepkind's slaughter.



Each of these vile pig warlocks carries a longsword carved in strange green runes, and has access to the following spells as a 4th Level Magic-User (all 1/day): *Magic Missile*, *Protection from Good*, *Sleep*, *Invisibility*, *Darkness 15-ft Radius*.

Pigseers can also let out a *Dimension Squeal* that allows them to *Dimension Door* only themselves and items they carry, up to 60 feet once per day.

BILEDOG

HIT DICE: 3

ARMOUR CLASS: 7 [12]

ATTACKS: Bite (1d6) plus acidic bile

SAVING THROW: 13

SPECIAL: Acidic Bile

MOVE: 12

ALIGNMENT: Chaotic

CHALLENGE LEVEL/XP: 3/60

Biledogs are large, black, malevolent dogs that roam in packs looking for food. They are not fussy eaters, but a pack will take on a human or two in the hope of fresh meat.

After each successful bite attack, roll 1d6. On a 1-2, they will retch up an acidic, luminous green bile that eats flesh and helps them digest their meals. This bile deals an extra 1d4 damage.

DUNGLING

HIT DICE: 2

ARMOUR CLASS: 8 [11]

ATTACKS: Bite (1d4)

SAVING THROW: 13

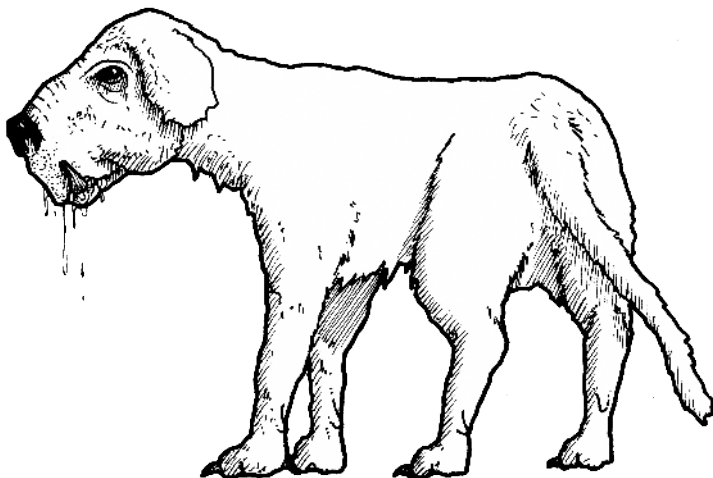
SPECIAL: Steal

MOVE: 12, Climb 18

ALIGNMENT: Chaotic

CHALLENGE LEVEL/XP: 2/30

Dunglings are small spidermonkey-like imps that inhabit old ruins and middens. They usually descend in a pack to attack, distract, and then steal items which they covet. They prefer to take anything shiny. Whether it's in a pouch or bag, or being loosely held, their prehensile tails and long arms with stick-like fingers can reach into all manner of nooks and crannies and grab with surprising strength. Instead of attacking, there is a 50% chance that the Dungling will steal an item and run off.



NEW CLASS

WOAD RAGER

PRIME ATTRIBUTE: Strength, 13+
(5% experience bonus)

HIT DICE: 1d6/Level (Gains
1HP/Level after 12th.)

ARMOR/SHIELD PERMITTED: Any

WEAPONS PERMITTED: Any

RACE: Special (see below).

A crazed Scottish berserker clad in green, gloomium-infused paint, a kilt and little else. Brave and fierce, they wreak terrible havoc on their enemies but tend to have short and bloody lives.

In war the Woad Ragers lead their clansmen into battle, often outstripping the rest of a charging warband in their desire to inflict death on those who would oppose them. This woad covering is more than a fashion statement, it unlocks weird and terrible powers designed to help the Woad Rager do what they do best - slice their enemies up a treat.

In theory anyone could become a Woad Rager as long as they were raised by Shirefolk in Scotland. In practice this means that, as a rule, only Scottish humans can become Woad Ragers. Though there are tales of giant Mouselings, Ommatophorian Half-Goblins, Dwarves and even a particularly bonkers Elf following the Woad Path.

Not every clan has warriors who practice the arts of the Woad Rager but those clans who don't are considered to be inferior by other Shirefolk. Clans who don't train Woad Ragers are sometimes accused of being 'practically Havenlanders' by other Scots, this usually results in a blood-feud between at least two clans.

The Woad Rager fights and saves like a Fighter. They gain the Fighter's ability to add their Strength bonus to damage and multiple attack abilities, but not their Parrying or Stronghold abilities.

WOAD RAGER CLASS ABILITIES

ALIGNMENT: Woad Ragers can be of any alignment.

FEARLESS: Woad Ragers gain +2 to Saving Throws against the *Fears* spell and any other fear-based effects, spells or powers. This bonus increases by +1 at 5th level and every 5 levels after that.

HIGHLAND CHARGE: Always carried out in the traditional Scottish garb of kilt, sporran and no underwear, the Highland Charge is a thing both awesome and terrible to behold. Scottish warriors run full tilt at their enemies, screaming bloody murder and waving their weapons wildly in the air before crashing home with appalling violence.

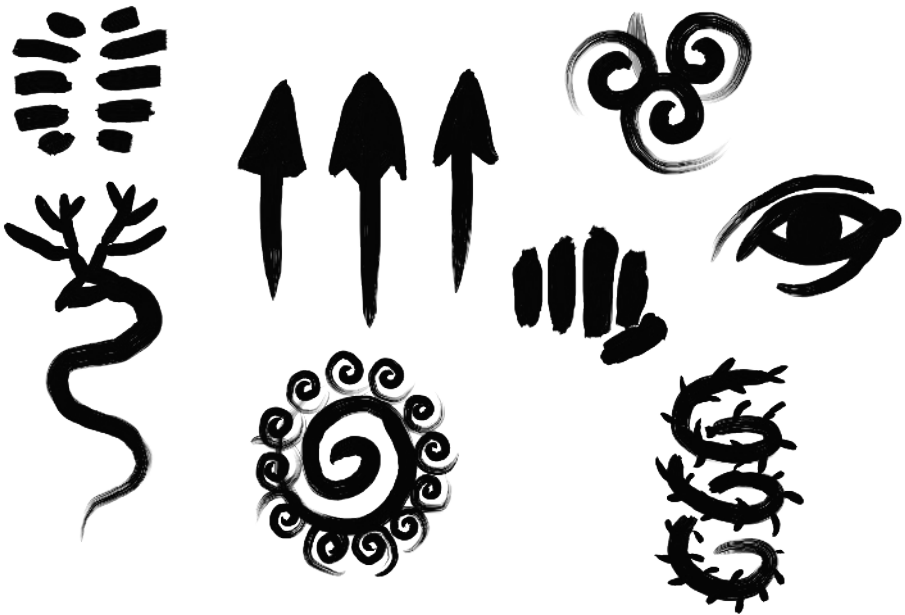
But some say that the true terror of the Highland Charge comes in the moments just before impact. Kilts fly up to reveal dangling genitals that flap

proudly in the wind, striking fear into the hearts of all that see them. Not wanting to be left out, female Woad Ragers create their own dangly bits out of braided hair, rat skulls, beads, bits of fur and the severed members of slaughtered foes.

If they charge directly and uninterrupted to reach and attack an enemy, the Woad Rager inflicts +1d6 Damage on a successful hit with that Attack. (This bonus does not carry on into subsequent rounds unless they charge again.) With the Game Master's permission the Woad Rager can charge past or through an enemy, (attacking them on the way), in order to reach their target.

At 4th Level the sight of the charging Woad Rager, dangly bits and all, strikes such fear into their enemies that, once per day, all enemies that see the Woad Rager charging in their general direction must make a saving throw or be affected as per the *Fear* spell. The Woad Rager gains an extra use of this ability every 4 levels after the 4th.

WHIRLWIND OF DEATH: In the unlikely event that a Woad Rager survives long enough to reach 10th Level, they festoon themselves and their equipment with spikes and gain the ability to attack twice per round. This cannot be used at the same time as the Multiple Attack Ability.



WOAD MAGIC: The woad of Woad Ragers is infused with ancestral magic powered by gloomium dust. At 3rd Level and every 3rd Level after that the Woad Rager learns a new Woad Pattern and can paint it on his body. Woad Symbols must be painted onto naked skin and remain clearly visible in order to work. The first Pattern is painted on the face and can be worn alongside armour with no penalties. Each Pattern painted on after that requires that a significant portion of skin be left uncovered, (such as a leg, arm, stomach or most of a chest), reducing the effective AC of any worn armour by 1, (or increasing it by 1 if you're using a descending AC system). This penalty is cumulative and can render armour useless, but cannot reduce the character's AC below what it would be without armour on.

Painting gloomium-tainted dye on your skin isn't the best idea. The GM can, if they so desire, make the Woad Rager's player roll on the Gloom-touched Deformities Table (*The Middlerlands* page 11) whenever their character learns a new Pattern and applies it for the first time. The character receives whatever mutation their player rolls. If the GM chooses to apply this optional rule, they should probably warn players about it before they choose to play a Woad Rager.

Deedrush: Looks like a stylised ribcage. When the Woad Rager charges, their ancestors charge with them, spectral danglies flying in a ghostly breeze. While wearing this pattern the Woad Rager can use the Highland Charge's Fear effect once per day even if they have not yet reached 4th level. If they are 4th level or higher they gain one additional use of this ability per day.

Ikenyoo: An abstract representation of a giant eye. Known as 'the watchful pattern', Ikenyoo protects the Woad Rager against anyone who tries to use cowardly tactics such as hiding. Any creatures that sneak up on their targets have their chance to surprise reduced by 1 when trying to ambush the wearer of this Pattern. For example, a monster that surprised on 1-3 out of 6 would surprise the Woad Rager on 1-2 out of 6. Creatures that surprise on a 1 out of 6 cannot surprise the Woad Rager at all. The Woad Rager also gains +2 to any rolls made to spot a hidden foe.

Bereet: Three interconnected spirals. The first and oldest pattern, perhaps even predating the honoured traditions of the Woad Ragers altogether. Bereet protects against magic and other misfortunes, granting +1 to all Saving Throws while worn.

Dancetoyerdoomye: A closed fist. Draws on the spirits of tavern-fights and recreational aggression. Three times per day the Woad Rager can point at an enemy and shout *'You want some, pal?'* Even if they don't want some, the

target must pass a Saving Throw or spend all of their movement attempting to get into close combat with the Woad Rager. The enemy can still avoid traps, falls or obstacles on their journey and won't knowingly

WOAD RAGER LEVEL TABLE

LEVEL	EXPERIENCE POINTS REQUIRED FOR LEVEL	HIT DICE (D6)	SAVING THROW	ABILITIES
1	0	1	15	Highland Charge, Fearless, Whirlwind of Death, Strength Bonuses to Damage.
2	2,000	2	14	
3	4,000	3	13	First Woad Pattern
4	8,000	4	12	Highland Charge Fear (2/day)
5	16,000	5	11	Fearless +3
6	32,000	6	10	Second Woad Pattern
7	64,000	7	9	
8	128,000	8	8	Highland Charge Fear (3/day)
9	256,000	9	7	Third Woad Pattern
10	350,000	10	6	Whirlwind of Death Fearless +4
11	450,000	11	5	
12	550,000	12	4	Fourth Woad Pattern Highland Charge Fear (4/day)
13	650,000	12 +1 HP	4	
14	750,000	12 +2 HP	4	
15	850,000	12 +3 HP	4	Fifth Woad Pattern Fearless +5
16	950,000	12 +4 HP	4	Highland Charge Fear (5/day)
17	1,050,000	12 +5 HP	4	
18	1,150,000	12 +6 HP	4	Sixth Woad Pattern
19	1,250,000	12 +7 HP	4	
20	1,350,000	12 +8 HP	4	Highland Charge Fear (6/day) Fearless +6
21+	+100,000 per Level	+1 HP/Level	4	

injure or kill themselves in order to close the distance. The effect ends when the two characters are close enough to attack each other in close combat or when one of them dies.

Gleckit: A coiled serpent with deer-like antlers. Said to have been taught to the Shamans of Scotland by Cern, the Antlered God. While wearing this pattern the Woad Rager's unarmed attacks and any weapons they are wielding count as magical for the purposes of injuring supernatural or spectral creatures. Other characters cannot benefit from this effect unless they're strong enough, (and mad enough), to pick up the Woad Rager and use his screaming and struggling body as an improvised flail.

Runemdoon: A series of arrowhead shapes. This symbol means 'swiftness'. While wearing this pattern the Woad Rager can run twice their normal movement. (They can still use Highland Charge if their run is direct and uninterrupted.)

Dinnafassyersel: A large central spiral encircled by a dozen smaller spirals that all lead into one another. A

pattern which encapsulates the Scottish ability to survive anything that life throws at them. Once per day, during combat, the Woad Rager can shake off their injuries by not making a melee attack, and regaining $\text{rd}8 + \text{their Constitution bonus}$ in lost Hit Points.



Havvit!

A thorny vine twisted into a helix. A pattern which celebrates and incites extreme violence. Once per day the Woad Rager can add their level to the damage inflicted by a successful hit.

NEW SPELLS

GLOOMTOUCH

SPELL LEVEL: Cleric, 1st Level

RANGE: Touch.

DURATION: 1d6 hours.

DESCRIPTION: When the caster touches the victim, they must make a saving throw. If they pass they take 1d6 damage from a green crackle of electricity, if they fail, then the victim is affected by a random Gloom-touched Deformity (see *The Middlerlands* page 11).

SUMMON BILEDOG

SPELL LEVEL: Magic-User, 2nd Level

RANGE: 60 feet.

DURATION: 1d10 rounds, or until dead.

DESCRIPTION: The spell summons 1d3 Biledogs that obey simple one word commands issued by the caster. They will fight to the death if commanded. There is a cumulative 5% chance per dog, each round that one of them will turn on the caster.

Once the spell ends, any Biledogs that are still alive will simply die where they last stood. Ones that have already been killed will remain. They are quite real, just dead.

NEW ODDITIES

BREAKSPEAR WOAD

A Clan Shaman from Grammpshire grew tired of her kin getting killed in battle because they thought that wearing woad was more important than wearing armour.

She created a particularly powerful form of woad out of high grade gloomium ore, iron dust and, (so it is said), the ground up bones of Vaco Magi. This woad has the power to summon the ghost of a coat of mail, which is semi-transparent but just as effective as the real thing at saving the wearer's skin.

A full coat of Breakspear Woad, (painting symbols on everything except the naughty bits), weighs nothing and protects the user as though they were wearing Chain Mail. (In other words it improves their AC by 4.)

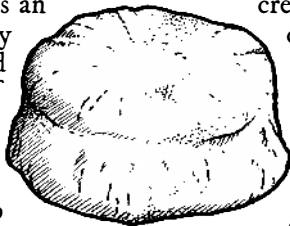
A Woad Rager who wears conventional armour and just uses Breakspear Woad to paint her Woad Patterns can ignore the AC penalties for up to 2 Woad Symbols at a time. (Since the first Symbol applies no penalty anyway, she can wear up to 3 before she starts taking AC penalties.)

VALUE: 5,000 gold quids.

LAIRD MACCRAE'S PRIME HAGGIS

A haggis is a great and delicious meat pudding made from oats, offal and all the impolite bits of an animal.

Laird MacCrae's Prime Haggis is an absolute delicacy which is highly prized across all of Scotland and beyond. The Queen of Havenland is said to be a fan, though it is possible that she only claims this so that she can invite people she doesn't like to dinner and make them eat it.



cream in the middle. Once consumed the Stone reappears in the owner's hand, ensuring that they'll never go hungry.

As long as they like scones, anyway.

This haggis is made from the finest Mud-Cow giblets, 'golden clootie' oats, dried ghost-heather berries and other, more mysterious, ingredients. If drizzled with whiskey and eaten with neeps and tatties, (swede and potatoes), MacRae's Haggis has a miraculous effect. The diner is healed for 1d6 HP and gains the same benefits as someone who'd been the target of a *Protection From Evil* spell for the next 24 hours.

Those with delicate digestions, i.e. anyone who isn't Scottish or Dwarven, must pass a Constitution Roll in order to keep the Haggis down and gain its benefits. Failing the roll causes the character to violently throw the meal up alongside most of their own stomach-lining, taking 1d6 Damage in the process. Once you've gained a taste for it though, you never look back - passing the Constitution Roll allows the character to partake of Laird's Haggis safely in the future.

VALUE: 400 gold quids.

THE STONE OF SCONES

This small yellowish rock is vaguely scone-shaped. If anyone picks the Stone up and tries to bite into it then it will turn into a delicious scone, usually a cheese scone but sometimes cherry or plain with strawberries and clotted

One in every hundred scones generated by the Stone is a chilli scone made with 'Mad Bastard' chillies. Anyone who bites into such a scone takes 1 point of damage from mouth-burn and must make a Saving Throw or spend the next 1d6 hours crying, puking, drinking all the milk in sight and begging for the sweet release of death.

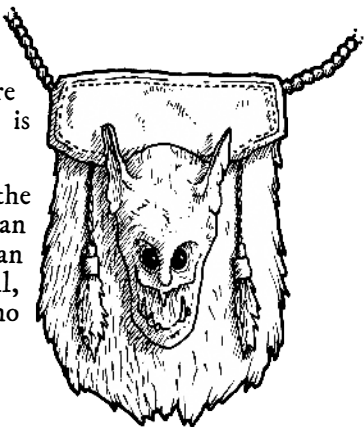
VALUE: 1,000 gold quids.

SCREAMING SPORRAN

This oversized sporran, (a hard leather pouch worn over the front of a kilt and decorated with fur and feathers), has the preserved head of a Mouseling fixed to its centre. If the wearer is fighting another character or a monster then the head will come to life, shriek a tiny and tinny war-cry and try to bite its master's opponent, preferably in the groin. It will continue to scream

insults and threats at the enemy until they are slain or it is destroyed.

Each round the Sporran can make an Attack Roll, (with no



bonuses), against an opponent in melee with the wearer, inflicting 1d4 damage with a successful hit. Curiously, the Mouselings of Scotland consider being turned into one of these sporrans a great honour and the mark of a true warrior. (Though they do tend to get a wee bit tetchy if the maker isn't polite enough to wait for his chosen Mouseling to die of natural causes before beheading it.)

VALUE: 2,000 gold quids.

IRON-BEER

A particularly old and wicked Vaco Magus called Auld Bart lives on a windswept farm high up on the slopes of Mount Nevis. He has two fields, one of iron wheat and one of iron barley. Both are farmed by oddly life-like Iron Golems that Bart controls with a rusty steel staff which he keeps in his shed.

Bart himself is a brewer and he uses the iron barley and wheat from his fields to make a most curious brew, Iron-Beer. The beer is said to have a magnificent flavour and Bart has let it be known that any who climb high enough to reach his farm may try a pint of it for free.

Anyone drinking Iron-Beer must roll equal to or under their Constitution or swiftly turn into an Iron Golem.

Any character who succeeds at the roll just has their stomach transformed into iron. This grants the following benefits - the character immediately and permanently gains an extra Hit Die and becomes immune to all stomach ailments and all ingested poisons from that day forward. Contact

poisons, injected poisons and so on are still effective against the character.

VALUE: 4,300 gold quids.

MUNDANE SCOTTISH WEAPONS

The Scots have several weapons unique to them, here are rules on how to include these items in your game.

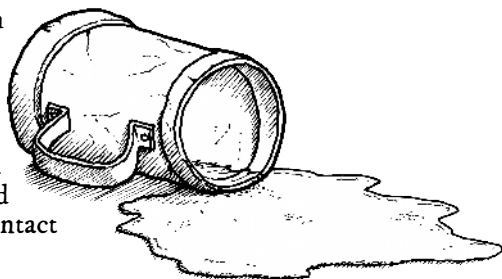
A *dirk* is a long, pointed dagger made for stabbing. Treat it as a short sword.

A *claymore* is a two-handed sword and should be treated like any other.

A *targe* is a small shield with a steel spike jutting out of its centre. Treat as a small shield. It can also be used to attack and does 1d4 damage on a successful hit.

A *sgian dubh*, (pronounced 'skee-an doo'), is a small knife with a black handle. A weapon of last resort, or one used by assassins, it does a mere 1d3 points of damage but is very easy to conceal in a sleeve or sock.

VALUE: Generally left to the Game Master, but feel free to use the *Swords & Wizardry Complete* rulebook for approximate costs and weights.



NEW FLORA & FAUNA

GLOAK TREE

These trees are only found underground in the larger chambers of the Upper Middergloom. Thought to be descendants of oak trees, these trees look very similar except for their green glow and slight shifting/swaying motion. Any one that wanders into an underground copse or forest containing these trees, will be transfixed by the swaying motion. They must make a saving throw or be affected as if by a *Charm Person* spell.

Once under the tree's charm, the tree will open up its trunk to reveal a horrifying maw of sharp teeth, and then using its branches, drag the charmed individual into its trunk to be devoured. For each round spent in the Gloak Trees maw, the victim takes 1d10 point of damage.

10 or more Hit Points of fire damage will cause the Gloak Tree to eject its contents.



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