

THE MIDDER LANDS



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THE MIDDER LANDS



Based on a twisted, dark tudor, fantasy version of the real-life middle of England. A roaring success in its original Swords & Wizardry version, this setting won a Gold ENnie award for its cartography at the 2018 ENnie Awards. It is captivating and unique, and deserves to be on your 5E gaming table.

What is The Middelands?

A green-hued, dark-fantasy setting and bestiary set in a twisted middle-England.

Situated in the middle of Havenland is an area known by the ancestors as the Middle Havenlands. They don't use that name much anymore, preferring to talk lazily, and skip letters. In strange accents, often misheard and little understood by those outside of the central region - they call it 'The Middelands', and themselves 'Midfolk' or 'Middelanders'.

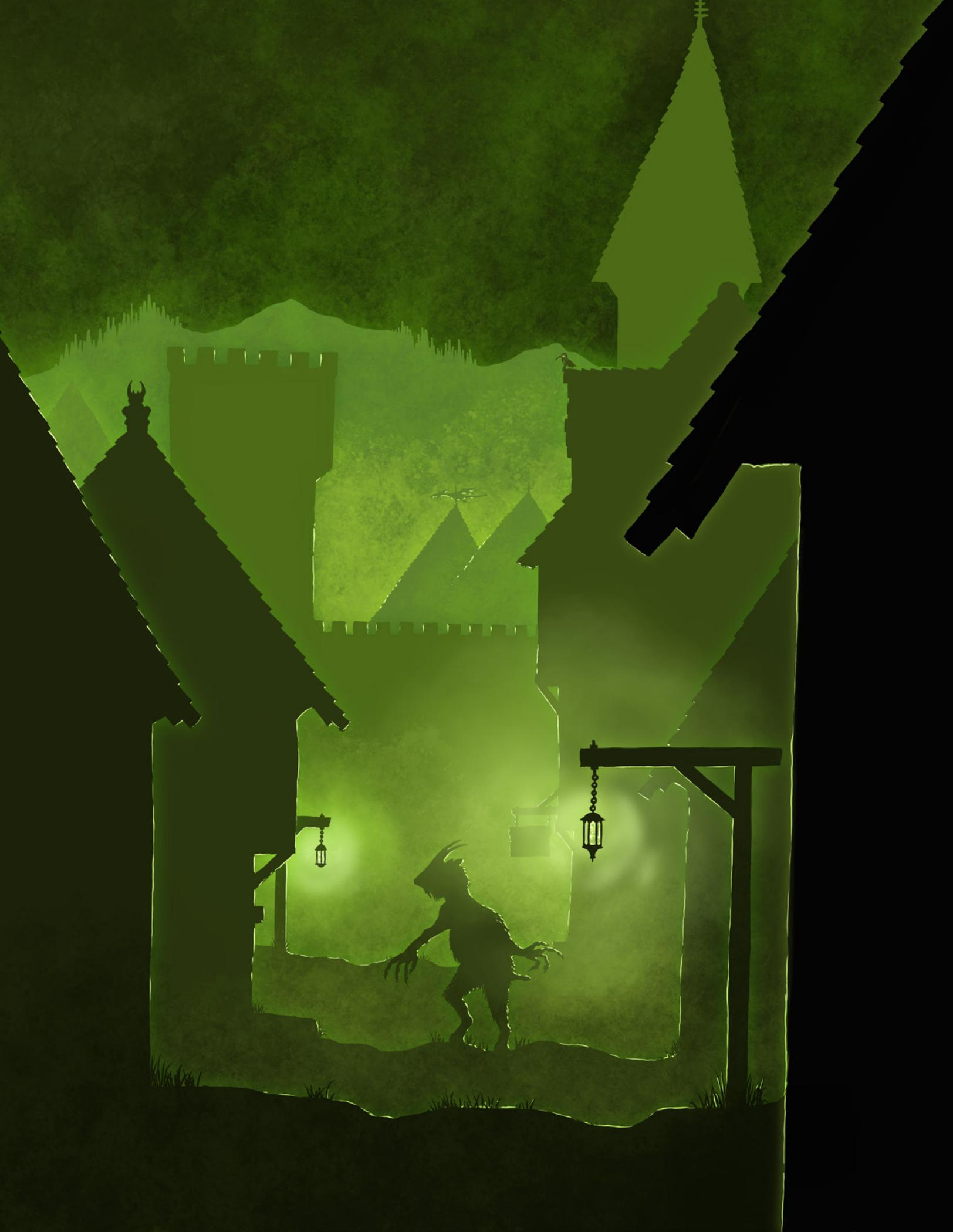
Everywhere though, the Middelands is tainted by a green-tinged menace that rises from 'Middergloom', the deep and mysterious realms beneath the surface. It affects nature and order. Sometimes subtly and sometimes catastrophically. Middergloom is often described as hell bathed in green fire and flames. Green-tinged, viscid slime; noxious, acrid vapours, and miasmas of hopelessness creep upwards from below. Amongst them, viridian-coloured demons, lime-green tentacles and other malachite horrors claw their way to the surface to wreak havoc. The Lords of the land are always working to keep things at bay. They fight endlessly as if holding back a torrent of despair.

Things stir in this viridian-hued landscape. Evil eyes blink and watch. Teeth and claws scratch and sharpen. Gaping maws slobber and drool.

All is not content in the Middelands.

What Does it Contain?

- New layout.
- Fully indexed.
- Updated artwork.
- New cartography from ENnie Award-winning cartographer, Glynn Seal.
- Creatures:
 - › 25 Fully-detailed creatures.
 - › Each creature provided with an NPC version.
 - › Information on the races of The Middelands.
- A large poster hex map of The Middelands.
- Information on currency, effects of gloomium, gods, and the dialect.
- Detailed geographic setting information:
 - › 29 Fixed hex descriptions.
 - › 3 Random hex descriptions.
 - › 16 Hamlets (5 mapped).
 - › 11 Small towns (3 mapped).
 - › 8 Large towns (5 mapped).
 - › 25 Points of interest.
- Adventure:
 - › 1 Short introductory adventure
 - › 6 Adventure ideas
 - › Loads of 'game-juice' to get your ideas flowing.
- Oddities:
 - › 4 Flora
 - › 13 Fauna (including birds, fish, bugs, and more.)
 - › 5 Spells
 - › 13 Items
- Appendices:
 - › Tables of Names
 - › 'Crap You Find On Midfolk'



and deep-set eyes. He has a bald head with a scar of an inverted, five-pointed, star-symbol just above his brow. He does not speak of how this scar came to be.

Recently, a Wylenhall craftsman called Roddert Fecksmith disappeared. It is said that he had perfected the forging of a hand-held gunpowder weapon which could fire a small iron ball without the weapon splitting and needing to be bound in iron. Where he went nobody knows, but there are rumours that Kildrellan Duddingly's henchmen were seen loitering in the area recently — and Kildrellan is well-known for his love of cannons.

Small Towns

Abbots Bream

This town is dominated by several merchants' guilds, each vying for the best trade deals between the Middelrlands' larger towns. They include The Silver Hand, Forty Barrels Trading, Quidland Commodities, and Goblin Head. Although some appear to be run by jolly, fat, bejewelled personalities, there is secrecy, deceit, and death in Abbots Bream as the competition between the guilds has become ever more ruthless.

The Silver Hand is amongst the most cutthroat of them by asserting covert control over trade routes, assassinating rivals, and rigging prices. It has secretly employed a company of black-clad mercenaries to seize control of the Blithen Dam and levy a toll to all merchant caravans wanting to cross. The mercenaries claim that this is to pay for the caravans' protection from bandits along the route. This has caused unrest in Abbots Bream, with several traders having been forced out of business or forced to sell up to The Silver Hand as the southern trade route is strangled. No one has been able to determine if there is someone controlling the mercenaries, but a few of the more vocal opponents of The Silver Hand have disappeared, rumoured to have ended up at the bottom of Blithen Lake tied to stone blocks. The leader of The Silver Hand is known only as 'The Silver One'. He, she, or it has never been seen in public.

Gloomcap (page 52) watches over Abbots Bream from the edge of March Woods. The Silver Hand has located a rare and highly valuable fungi in the northeast of the wood called a golden mycena^o. The secretive guild wants as much of this as it can get its hands on. Gloomcap knows and waits.

Allraess

This lakeside town makes its money from two sources. One consists of the passing trade and the travellers between Leechfield and Burnton, the other is the thriving trade in goods on the Lossing Water. Both steam-powered barges and oar-powered cogs regularly dock here from across the lake. Allraess is the base of operations for Thirteen Barbels Cargo, which has achieved its recent prominence by undercutting many of the long-standing businesses on the lake. It has also benefited from the increase in traffic and travellers passing Allraess due to the

issues at the Blithen Dam. Some say that the Thirteen Barbels has links to The Silver Hand, that its recent prominence is part of a wider regional strategy to dominate trade. The allegations are denied.

Ashenby

Ashenby sits at a crossroads through which trade passes between the heart of Lesternshire and the breweries of Burnton. In addition to the road to Burnton, one leads straight to Tamewort. Both of these larger towns seek to influence Ashenby with favourable rights, negotiations, and deals. All of this because of the strategic importance of the town should war between rival lords or dukes ever come to the Middelrlands.

Most of Ashenby is sprawled over a large hill which overlooks the lands all around. At its top is Ashenby Stronghold. This castle consists of a massive outer circular wall, 50 feet thick and 200 feet tall, surrounding the inner Ashen Tower. This circular tower is a staggering 500 feet high and is supported by gigantic flying buttresses.

The local lord and commander of Ashen Tower, Sir Irron Longspear of Ashenby, is courted by several regional nobles because he carries favour with the queen, much to the chagrin of the Duke of Lesternshire. The Lords of Burnton and Tamewort believe Irron to be a fool and easily manipulated, for Sir Irron appears to thrive on the attention he receives. However, Sir Irron is sly and cunning and is seeking to form his own enclave at Ashenby. His closest advisors know him as The Fox. His clandestine liaisons with the queen are shrouded in mystery.

Brignorth

Sitting between the top and bottom of Brig Tor, this town is divided between Hightown and Lowtown. Hightown is where the town's rich and noble reside. It is also home to the Knight of Brignorth, Hestel Vinethorn, who governs here. Apart from to attend the town's summer tourneys, he rarely ventures forth from Highcastle, spending his days surrounded by advisors and mead. The River Sixx flows through Lowtown, a ramshackle and earthy set of dwellings and shops that extends into the caves and passages which cut deep into the base of the tor.

In the summer months, the banks of the river are vibrant with tourneys and fairs. The jousting events are legendary and murderously brutal, and anyone is free to take part at their own risk — knight or not. The dead from the tourneys, especially the grand and petit mêlées, are tossed into the river if no one claims the corpses. This has caused a considerable spike in the pike population south of Brignorth. Though none have grown in size to rival the giant pike lurking at the bottom of The Atlas near Shelfold, many are large enough to drag a man to the river bottom, and there are more of them. Brigfolk never swim past the town's southern boundary markers and if they do, they are rarely seen again.



North

To Ironbridge

Brig Tor

River Sever

To Luddlow

To Killminster

Brignorth

Legend

- 1. Hightown
- 2. Lowtown
- 3. Highcastle
- 4. Joon's Villa
- 5. Vinethorn Lookout
- 6. Tourney Fields





DANGLER FISH

The Dangler Fish hides in dark, murky lake bottoms and deep, water-filled caverns where it lures its prey with an appendage which hangs from its forehead and emits a green bioluminescence. If this appendage is removed from the body of the Dangler Fish, it continues to glow in dim or darker light for two weeks. The glow emits light as a torch, albeit one that burns green rather than orange.

Trapping a Dangler Fish is not without its challenges. Not only do they live in deep water and deep caverns, this two-foot long fish also has a nasty bite.



GREAT-GREEN-THREE-FINNED SHORK

This vicious asshole of a creature can grow up to 20 feet long. It is only found in the largest bodies of water in The Miederlands and no one can even begin to explain how it gets there. Some sages believe shorks have the ability to dimensionally leap large distances through water. The soup made from the fins of shorks is known to be hallucinogenic, the resulting broth being much sought after by the Followers of the Shiftingstone.

Anyway, if you see three fins in the water and you don't have *wylenhall ironclad armour*^o on, get the fuck out!



HEMLOCK PERCH

The Hemlock Perch is a carnivorous, cannibalistic fish. Growing up to three feet in length and up to 80 pounds in weight, they eat almost anything that enters the water. Many toes, fingers, and even hands have been lost to a hungry Hemlock Perch. They are attracted by the smell and taste of urine in the water; it drives them into a state of high activity.

Perch have a salty taste and smell distinctly of urine. Anyone eating a fillet of perch must make a DC 14 Constitution saving throw. Failure results in excruciating stomach cramps for 1d6 hours. Whilst suffering from 'perch belly', the eater is at -2 on all attack rolls and saving throws. If the saving throw succeeds, the eater gains the power of clairvoyance (as per the *clairvoyance* spell) for the same duration.



LOSSING BARBEL

The Lossing Barbel is a visitor to many rivers in the region. In particular, it has found a home along the River Sixx, especially near Ironbridge. Growing to four feet in length, the Lossing Barbel is a voracious bottom-feeder, although it will approach the surface where it swallows whole ducks, geese, and swans. It has even been observed snatching and swallowing smaller goblins that sometimes enter the water to prey on fish.

Rusting Bridge

A huge, rusting hulk — three, large iron arches built on four, crumbling stone foundations — spans the River Sixx just south of Ironbridge. The iron bridge creaks and groans as if life ebbs away from it, whilst below, the river churns, frothing like a rabid dog. It is here, beneath the russet, skeletal remnants, that the horn-chinned half-trolls^c lurk, snatching at the succulent river fish.

Sharpe Inn, The

On the western edge of Oldfeld Woods lies a sprawling, single-storey inn run by an incredibly beautiful and welcoming maiden and her two strong sons. Cat is the landlady of The Sharpe Inn and she takes no nonsense and often sends boisterous patrons away with their tails between their legs, but rooms are immaculately maintained, and her tasty meals are known as far north as Abbots Bream. The inn is never short of custom.

The land at the rear of the inn is a tangled mess of thorny bushes and decaying foliage. Within it lurk small, fey, woodland creatures hiding themselves in rotten branches and earthy burrows. In the middle of this overgrowth lies a hidden hoard. In ages past, a foreign traveller from the cold northeast known as Olaf buried a small chest here, never to return.

Stone Ring

The Stone Ring is an ancient, circular earthwork perched on a hill between Leechfield and Tamewort. The perimeter is littered with old, weathered stones. Some say that a king of old is buried here, while the academics of Leechfield point to the evidence of it being some kind of defensive structure.

In the summer months, the area is the destination for two pastimes. It is said to increase fertility and many couples make their way here to conceive. It is also used by folk that re-enact the battles of old between the pious and learned folk of Leechfield and the heathen and inbred folk of Tamewort — this opinion is seemingly reversible depending upon which town you come from. These two pastimes are often happening simultaneously and go unacknowledged by each other — an oblivious co-existence.

Tamewort Castle

The seat of power for the Tame family, Tamewort Castle is a towering, age-old, granite fortification which sits atop a tall hill in northern Tamewort overlooking the River Wort. The family name does little to indicate their temperament. Lord Ebben Tame is a blood-thirsty warmonger, always off fighting battles in foreign lands at the behest of more timid leaders. During these crusades against the infidels, his estate and subjects are managed by his three wives. Each is platinum-haired, demanding,

stern, and draconian, but all are stunningly beautiful. Sir Kildrellan is secretly infatuated with Thornelle — and she knows it, playing him more than he knows in the interests of her lord.

All three are fiercely loyal to Ebben and work together to ensure his plans are successful. Behind closed doors, the populace of Tamewort whisper about a coven of witches behind the Tamewort throne.

Triple-spire Cathedral

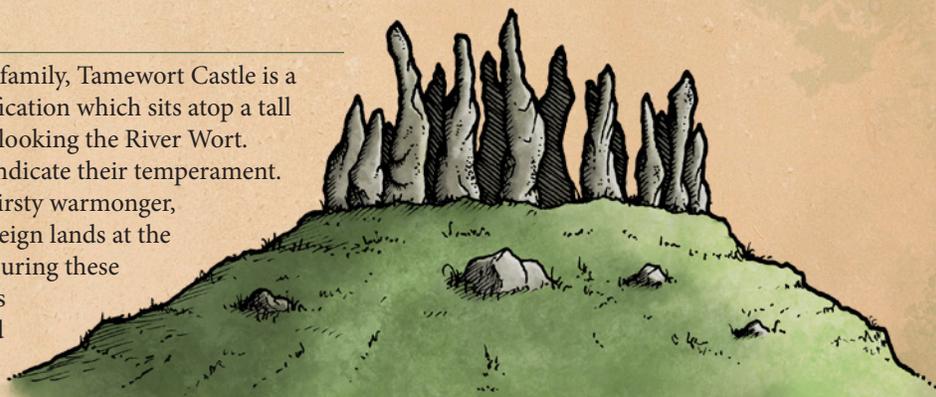
This is a huge gothic structure with three, meandering spires that seem to touch the clouds. This religious edifice dominates Leechfield, imposing its doctrine through the medium of stone. The lords of Leechfield reside here, found in the basement levels issuing their commands and plans via the clergy.

The Exalted Library has its home in the basement levels of the Cathedral too. Its tomes, cartularies, codices, and libers are protected from damage behind vault doors wrought with divine enchantments and mystical glyphs.

Tower of Pye

Poking through the treetops of Cairn Chase Forest is the twisted form of a tower. It belongs to an insane warlock known as Pye. The dark rock of the tower seems to have been carved from a single, gigantic, other-worldly piece. Sharp, jagged spikes surround the top like a demonic crown and the body of the tower is uneven and disfigured. Some say it was a gigantic trunk of an oak, long-petrified, others say it is the leg of a giant, snapped off and left to calcify.

Tavern tales tell of strange devices and accoutrements — energy accumulators and directors, sun and moon reflectors, metallic rods, and even corpses — occasionally seen on the top of the tower or hanging out of its narrow windows. Red glows, differing in hues and brightness, seem to emanate from inside, and on the occasions when they do not, the tower itself can be seen to have a glowing, green hue. No one dares to enter the clearing at the foot of the tower, assuming they enter Cairn Chase Forest at all.



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Ommatophorian Half-Goblin

MONSTER DESCRIPTION

Ommatophorian Half-Goblins are humanoid creatures with oversized heads. Protruding from their spiked skulls are two eyestalks that are constantly on the move, looking around in all directions. Their skin is typically a dark ochre.

“Just as the thug took my pouch, this huge, bulk of a thing appeared out of nowhere, and viciously head-butted him, spikes going straight through his skull. This thing picked up my pouch handed it to me, winked his left eyestalk and disappeared.”

Ommatophorian Half-Goblin

Medium humanoid (goblinoid), chaotic good

Armour Class 13 (natural armour)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	11 (+0)	14 (+2)	9 (-1)

Skills Perception +6
Senses darkvision 60 ft.,
truesight 60 ft.,
passive Perception 16

Languages Goblin
Challenge 1/2 (100 XP)

Sixth Sense. The half-goblin cannot be surprised and is immune to sneak attack damage.

Actions

Multiattack. The half-goblin makes one Head Butt attack and one Fist attack.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Head Butt. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or be knocked prone and stunned until the end of the target's next turn.

- Height: 7 feet.
- Weight: 250–300 pounds.
- Lifespan: 40–50 years.

LOCATION

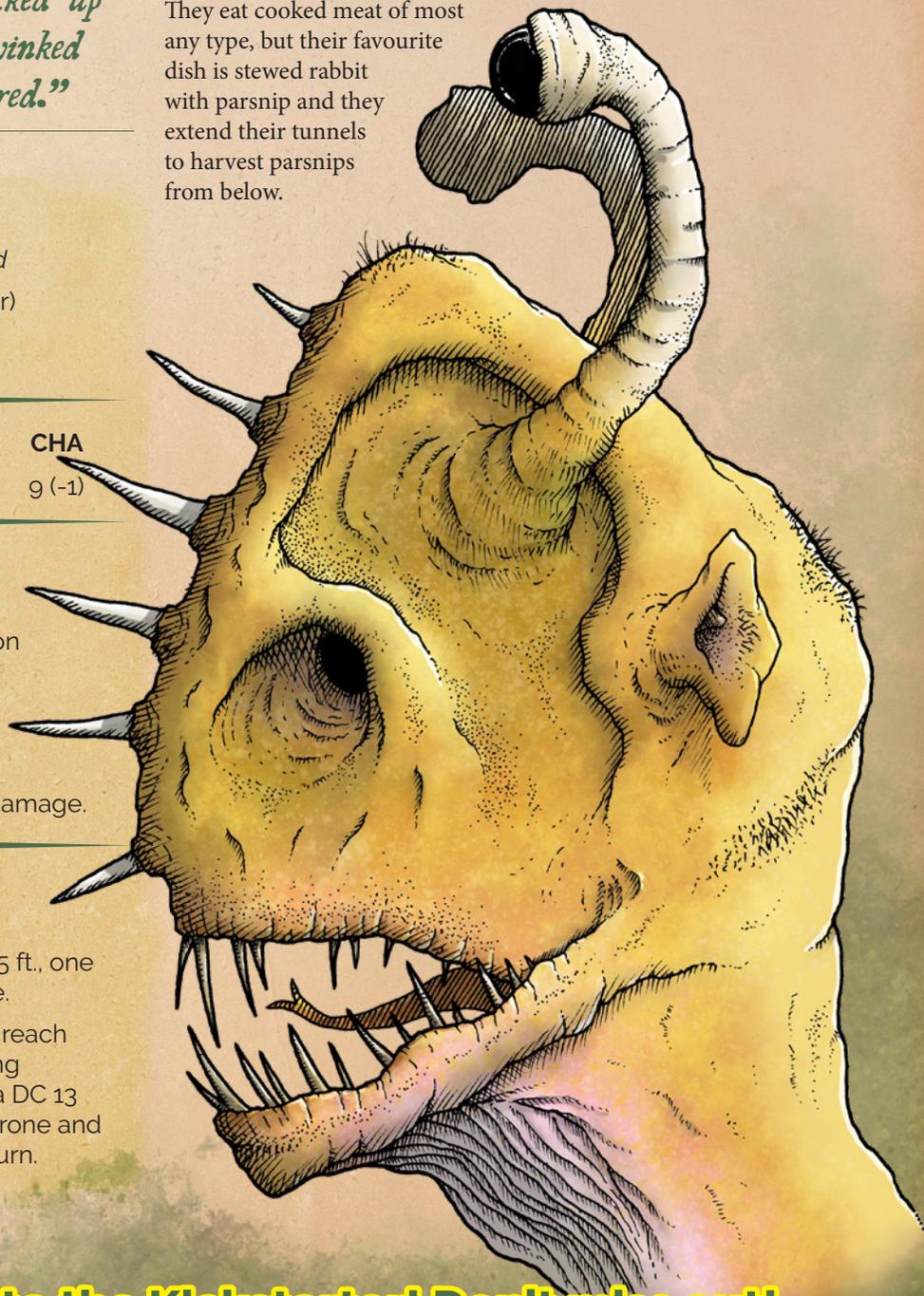
These creatures live in warrens under small to mid-sized towns. They tend to create labyrinthine tunnel systems beneath the surrounding farms.

ACTIVITY

Ommatophorian Half-Goblins do not seem to have a set sleep pattern, but do not venture into open air except at night. They are very social creatures, rarely found in groups smaller than three or four and often with tens of their companions.

EATING

They eat cooked meat of most any type, but their favourite dish is stewed rabbit with parsnip and they extend their tunnels to harvest parsnips from below.



FIGHT OR FLIGHT

As Ommatophorian Half-Goblins are never surprised and have an excellent sense of smell, they can typically choose whether to engage in combat. They are generally smart enough to avoid conflicts that they are likely to lose or where there is little to gain. When involved in melee, their first attack tends to be a headbutt that often knocks a target prone.

Ekkernip

DESCRIPTION

Ekkernip dresses in richly tooled leather armour. He carries a greatsword and a brace of long daggers (treat as shortswords). He is heavily muscled, like most of his kind, and has a purple sash on his head that would be a blindfold on a regular humanoid.

- Height: 7 ft. 5 in.
- Weight: 272 pounds
- Age: 33 years

MOTIVATIONS

Ekkernip is searching for followers. Over the years, he has become increasingly disgusted with the local lawlessness and black markets. He is ready to start a militia and bring order to the neighbourhood.

TRAITS & MANNERISMS

Ekkernip has a habit of lowering his eyestalks down to his mouth, so that he can flick his tongue over his eyeballs to clean debris from his eyes.

EQUIPMENT

Ekkernip's armour is +2 leather. His knives are both *shortswords +1 vs. chaotic creatures*. His *sash of know alignment* allows him to know a target's alignment at will.

LAIR & VALUABLES

Ekkernip has recently left his home lair and is looking for an appropriate new one once he builds up a suitable coterie.

Ekkernip

Medium humanoid (goblinoid), lawful good

Armour Class	16 (+2 leather)
Hit Points	58 (9d8 + 18)
Speed	30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	16 (+3)	10 (+0)	16 (+3)

Skills	Perception +4
Senses	darkvision 60 ft., truesight 60 ft., passive Perception 14
Languages	Goblin
Challenge	1 (200 XP)

Know Alignment. Ekkernip wears a magic sash that allows him to know the alignment of any creature within 30 feet of him.

Sixth Sense. Ekkernip cannot be surprised and is immune to sneak attack damage. In addition, if a creature attempts to use a sneak attack against him, he can use his reaction to make a melee weapon attack against that creature.

Actions

Multiattack. Ekkernip makes two melee attacks.

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Head Butt. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or be knocked prone and stunned until the end of the target's next turn.

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If Ekkernip's target is of any chaotic alignment, he gains an additional +1 bonus on to hit and damage rolls.

Reactions

Parry. Ekkernip adds 3 to his Armour Class against one melee attack that would hit him. To do so, Ekkernip must see the attacker and be wielding a melee weapon.





TOUCHED DEFORMITIES

Deformity
An additional 1d6 glowing, green eyes.
An additional 1d6 ears of various sizes. Ears can be pointy.
An additional 1d6 mouths.
An additional 1d4 limbs, all withered and unusable.
Teeth are excessively large and sharp.
Long horns protruding from head. 50% curled, 50% straight.
All facial features are distorted and weird.

RANDOM BODY LOCATION

Roll	Location
1	Top of head
2	Front of head
3	Back of head
4	Sides of head
5	Neck
6	Chest
7	Shoulder(s)

SHADES OF GREEN

Apple	Leaf
Artichoke	Lichen
Asparagus	Lime
Avocado	Malachite
Beryl	Mint
Bottle green	Moss
Caladen	Clasp

SUPERIOR COMMON

Aquathea
Baphomet
Cern
Gael
Gobulus
H'sst Muuk

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