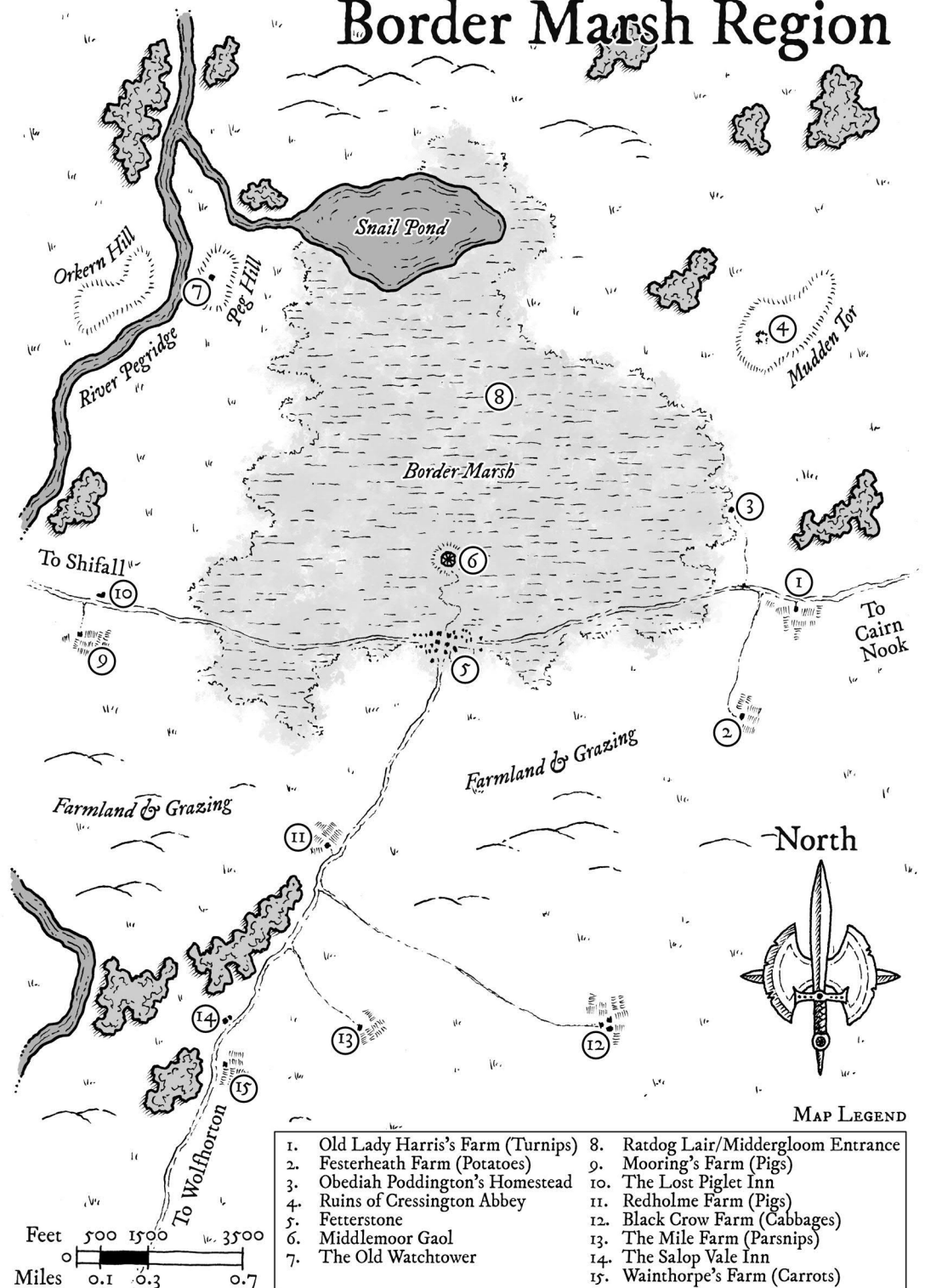


# Chewer of Fingers

# Border Marsh Region



MAP LEGEND

- |                                     |                                     |
|-------------------------------------|-------------------------------------|
| 1. Old Lady Harris's Farm (Turnips) | 8. Ratdog Lair/Middergloom Entrance |
| 2. Festerheath Farm (Potatoes)      | 9. Mooring's Farm (Pigs)            |
| 3. Obediah Poddington's Homestead   | 10. The Lost Piglet Inn             |
| 4. Ruins of Cressington Abbey       | 11. Redholme Farm (Pigs)            |
| 5. Fetterstone                      | 12. Black Crow Farm (Cabbages)      |
| 6. Middlemoor Gaol                  | 13. The Mile Farm (Parsnips)        |
| 7. The Old Watchtower               | 14. The Salop Vale Inn              |
|                                     | 15. Wainthorpe's Farm (Carrots)     |

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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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THE FELL TYPES ARE DIGITALLY REPRODUCED BY IGINO MARINI.  
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## PREFACE

Chewer of Fingers is a one-shot adventure session for The Middelands setting intended to be played in two two-hour sessions or one four-hour session.

This adventure is intended for four Second Level player characters and provides a flavour of the setting for newcomers, but a fun scenario for those already familiar with its theme and tone.

The players can create their own characters, or use the ones provided in the Pregenerated Characters section.

The pregenerated Wart Goblin Fighter, Dergal Pock is a hybrid of the Fighter class (from the *Swords & Wizardry Complete* rulebook) and the Tasker race-class (from *The Middelands* pg. 133). He is intended to demonstrate and encourage the use of the Middelands' unique races in making them into standard classes. They fight as the Cleric class, can use any weapon, cannot use armour or shields, but otherwise use the Tasker's Level progression table. They get the Fighter's Parry and Strength Bonuses, but they do not gain the Tasker's Carefulness or Don't Interrupt Me abilities. See Appendix for the full Class.

Pregenerated Characters are also presented with a BAB (Base Attack Bonus) statistic. This is used as the Level-related + on To-Hit rolls when trying to roll equal to or over an Ascending AC (in square brackets [ ]). They have also been provided without ranged weapons. They can pick up some used items from Fetterstone—for a price.



# PREGENERATED CHARACTERS

All pre-generated characters are shown with maximum possible Hit Points. Game Masters can adjust as necessary to suit their play style.

SOLOMON PILKINGTON

SECOND LEVEL, MALE, HUMAN CLERIC OF GAEL

LANGUAGES: Middish, Havenish, Scrottish, & Oldwalian.

HP: 12                      AC: 4 [15]  
BAB: 0                      Move: 12  
SAVE: 14 (+2 vs. paralysis/poison)  
ALIGNMENT: Lawful

STR: 15 (+1/0, 1-2, +10 lbs.)  
DEX: 10  
CON: 9 (75%)  
INT: 12 (+3 languages)  
WIS: 18  
CHA: 9 (4 Hirelings)

## SPECIAL:

- Spell Casting
- Banish Undead

## SPELLS:

- Level 1
  - *Cure Light Wounds*
  - *Detect Evil*

ARMOUR: Chain armour and shield

WEAPON: Heavy mace (+1/0, 1d6)

EQUIPMENT: Holy symbol, 2 holy water flasks, backpack, 3 days of trail rations, waterskin, bedroll, empty scroll case, a small book of sermons, and two candles.

17 SILVER SHILLINGS



NOTES: Originally from Ashenby, Solomon is a serious man who is keen to spread the word of Gael and help those in dark places to step into the light. His holy symbol is a stylised silver angel hanging from a leather cord around his neck. His armour is well-maintained, and he keeps his heavy mace—which he calls the Fist of Gael—clean and polished ready to do Gael's work.

SECOND LEVEL, MALE, WART GOBLIN FIGHTER  
 LANGUAGES: Middish, Havenish, & Wart Goblin.

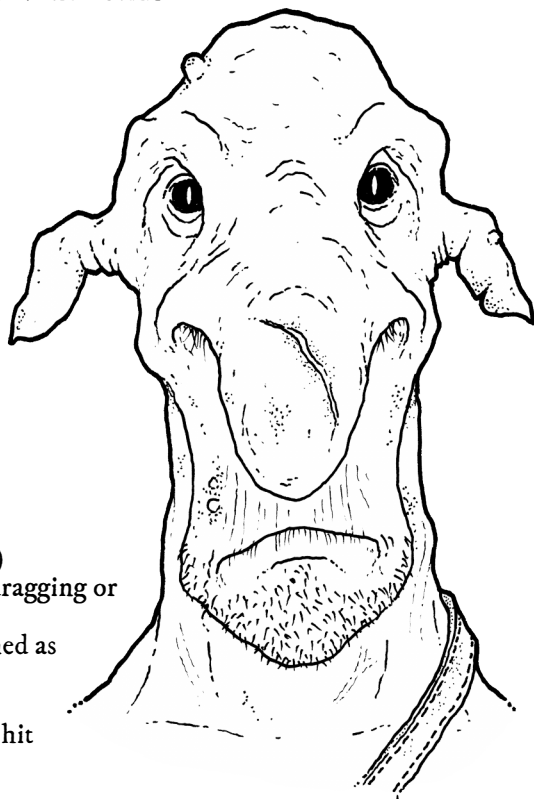
8 SILVER SHILLINGS

HP: 21 AC: 5 [14]  
 BAB: 0 Move: 9  
 SAVE: 13  
 ALIGNMENT: Lawful

STR: 16 (+1/+1, 1-3, +15 lbs.)  
 DEX: 14 (+1, AC-1[+1])  
 CON: 13 (+1HP, 100%)  
 INT: 11 (+2 languages)  
 WIS: 12  
 CHA: 9 (4 hirelings)

SPECIAL:

- Parry (-1 to enemy attacks)
- Natural armour
- Wartsmell (surprised on 1 in 8)
- Firmfoot (+2 on rolls against dragging or knockover)
- Fisticuffs Affinity (fight unarmed as Third Level Fighter)
- Slow Metabolism
- Strength Bonuses (bonus on to hit and damage rolls)



ARMOUR: None

WEAPON: Battle axe (+1/+1, 1d8)

EQUIPMENT: Backpack, one day of trail rations, leather flask, flint and steel, 50' hemp rope, hooded lantern, one pint of lamp oil, waterskin, bedroll, two old silver goman coins, crow skull, some black feathers, seashell, and a shiny pebble.

NOTES: Dergal Pock, or Dergal of Saint Abbans is a somewhat muscular, albeit still podgy hook-nosed wart goblin. He wears a fine pair of dark green, woollen trousers, but is always bare-chested to show off his belly tattoo of three intertwined snakes circling his belly button. Dergal has a scar across the tip of his nose where he was attacked by large pig. Dergal really doesn't like pigs.

SECOND LEVEL, MALE, HALF ELF, MAGIC-USER

LANGUAGES: Havenish, Midderlandish, Scrottish, Wart Goblin, & Oldwalian.

HP: 8 AC: 9 [10]

BAB: 0 Move: 12

SAVE: 14 (+2 vs. spells)

ALIGNMENT: Lawful

STR: 9 (0/0, 1-2, +5 lbs.)

DEX: 12

CON: 9 (75%)

INT: 15 (+4 languages)

WIS: 10

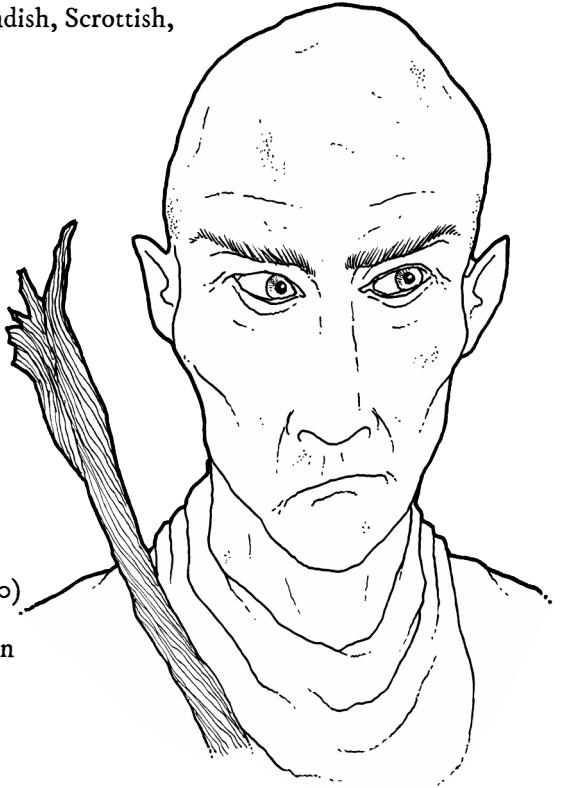
CHA: 12 (4 hirelings)

SPECIAL:

- Spell Casting
- Knowing Spells (8th, 75%, 6/10)
- Darkvision 60 ft.
- Find Secret Doors 4-in-6 (when searching)

SPELLS:

- Level 1
  - *Shield*
  - *Protection From Evil*



34 SILVER SHILLINGS

ARMOUR: None

WEAPON: Staff (0/0, 1d6)

EQUIPMENT: Spell book (*detect magic, hold portal, light, magic missile, protection from evil, shield, sleep*), backpack, three days of trail rations, waterskin, bedroll, two empty scroll cases, half-eaten parsnip, lucky cat's foot, and a vial of maggots.

NOTES: Originally from Shroomsbury, Norris doesn't like many people, and trusts even less of them. His skin is pale and he has dark circles around his eyes from many sleepless nights of studying. His 'spell book' is a loose collection of parchments tied with red ribbons. It is concealed in a hidden compartment sewn into his backpack. Norris is very careful about using his magic in public, fearing the wrath of witchfinders and local gossipmongers.

SECOND LEVEL, FEMALE, HUMAN, THIEF

LANGUAGES: Havenish, Midderlandish,  
Scottish, & Gaulandian.

HP: 8 AC: 6 [13]

BAB: 0 Move: 12

SAVE: 14 (+2 vs. devices/magical devices)

ALIGNMENT: Neutral

STR: 10 (0/0, 1-2, +5 lbs.)

DEX: 14 (+1, AC-1[+1])

CON: 11 (75%)

INT: 15 (+4 languages)

WIS: 11

CHA: 10 (4 hirelings)

SPECIAL:

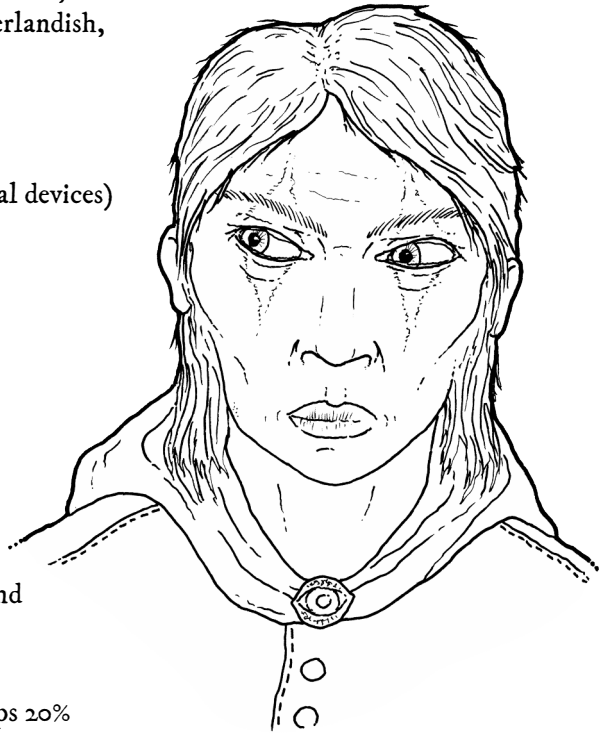
- Backstab (when surprise and from behind, get +4 and double damage)
- Thief Skills;
  - Climb Walls 86%
  - Delicate Tasks & Traps 20%
  - Hear Sounds 3 in 6
  - Hide in Shadows 15%
  - Move Silently 25%
  - Open Locks 15%

ARMOUR: Leather armour

WEAPON: Shortsword (0/0, 1d6)

EQUIPMENT: Thieves' tools (+10% to Delicate Tasks & Traps and Open Locks checks), backpack, two days of trail rations, waterskin, bedroll, 50' silk rope, hammer, five iron spikes, grappling hook, three carrots, and a bag of mushrooms.

NOTES: Elspeth grew up in the east coast town of Grimsburg. She hated the sea and wanted to get away from it as soon as she was able. At 17, she travelled to the Western Midderlands, settling for a time in Blackwych and falling in with a questionable crowd. She wears dark clothes, and a cloak fastened with a brass, eye-shaped clasp. Her eyes are accented with dark makeup.



107 SILVER SHILLINGS

## BEFORE YOU START

All of the text that is specifically related to The Middelrlands as a setting is presented in green colour, as follows;

“The rain has picked up again and you are looking forward to a change of clothes and a warm meal washed down with a tankard of **Bullstopper**. Up ahead, in the dwindling daylight, the **faint green glow of gloombug lanterns** swaying in the wind signals civilisation of sorts.”

It is intended to be emphasised or pointed out as being specific to the setting by the Game Master during play to help set the feel and tone.

## PREAMBLE

The encounters in the adventure take place in and around the small hamlet of Fetterstone—a depressing place on the edge of a stinking marsh near the border between the Western Middelrlands and Staffershire.

The PCs are heading to Fetterstone because there is a 20 gold quid reward for the capture of an escaped criminal called ‘The Finger Chewer’. He absconded from Middlemoor Gaol five days ago and is believed to be hiding out in the surrounding oft-foggy marsh.

The marsh is notoriously dangerous and even the lure of 20 gold quids isn’t enough to entice the locals into its fetid clutches.

How the PCs got to know about the reward is up to the Game Master, although some suggestions are provided in Table 1.

TABLE 1: GETTING INVOLVED

ROLL	Hook
1	A noticeboard in a nearby village has a ‘help wanted’ poster.
2	A PC has a relative that knows someone who works at the gaol.
3	An overheard conversation in the Soggy Otter Tavern.
4	A street hawker trying to sell his wares mentions the reward.
5	A town-crier proclaims news about the escape and reward.
6	One of the PCs is visiting a relative in Fetterstone.

## INTRODUCTION

Although the afternoon is getting on, it feels much later. A light rain falls from the olive-tinged **drab** above. It’s been raining for days now, and everything is soggy and squelchy.

The PCs are heading to Fetterstone, a dreary village near the Staffershire border with the Western Middelrlands in the hopes of making some coin.

A reward of 20 **gold quids**—no small sum—is being offered for the capture—dead or alive—of ‘The Finger Chewer’, an infamous criminal who absconded from Middlemoor Gaol five days ago. The authorities believe he is still hiding out in the boggy Border Marsh that surrounds the gaol.

Once the PCs get to Fetterstone they have been advised that they need to seek out the town watch captain, Elias Fothergill, to get more information and ultimately, the reward.



# ENCOUNTER 1: STUCK IN THE MUD

## PLAYER'S INTRODUCTION

As the PCs walk a pathway through the fields towards Fetterstone, they hear shouts from a farmer in a nearby field.

## ENCOUNTER DETAIL

The landowner, Old Lady Harris, is a turnip farmer. She lives alone, but keeps some livestock. One of her **mud cows** is stuck up to its belly in mud in one her more water-logged fields.

When she sees the PCs, she will shout and frantically beckon them to come and help. Old Lady Harris is a **rude and seemingly ungrateful** woman. She will **swear and curse** at the PCs.

She offers no recompense for helping, expecting the PCs to 'do their civic duty'. She also takes a dislike to any Magic-Users, just seeming to look at them with mistrust, and even going as far to insult them.

If they continue their journey without helping her, she will later inform the Fetterstone town watch—see Encounter 2A, Arrest Them!

If they do help her, she will still tell the local Fetterstone Witchfinder, 'Mad Mick', that she has smelled the unmistakable stench of a possible witch, even if there is no Magic-User in the party—see Encounter 2B, I Smell A Witch!

## THE STUCK PIG LAW

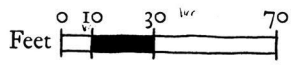
According to an **old bylaw** known as The Stuck Pig Law, it is illegal to not assist a farmer with stuck or trapped livestock, if a landowner asks for help. The landowner is not obliged to offer reward, and anyone ignoring their request is subject to punishment.

There is a 1-in-10 chance that a PC might have once heard of this odd bylaw.

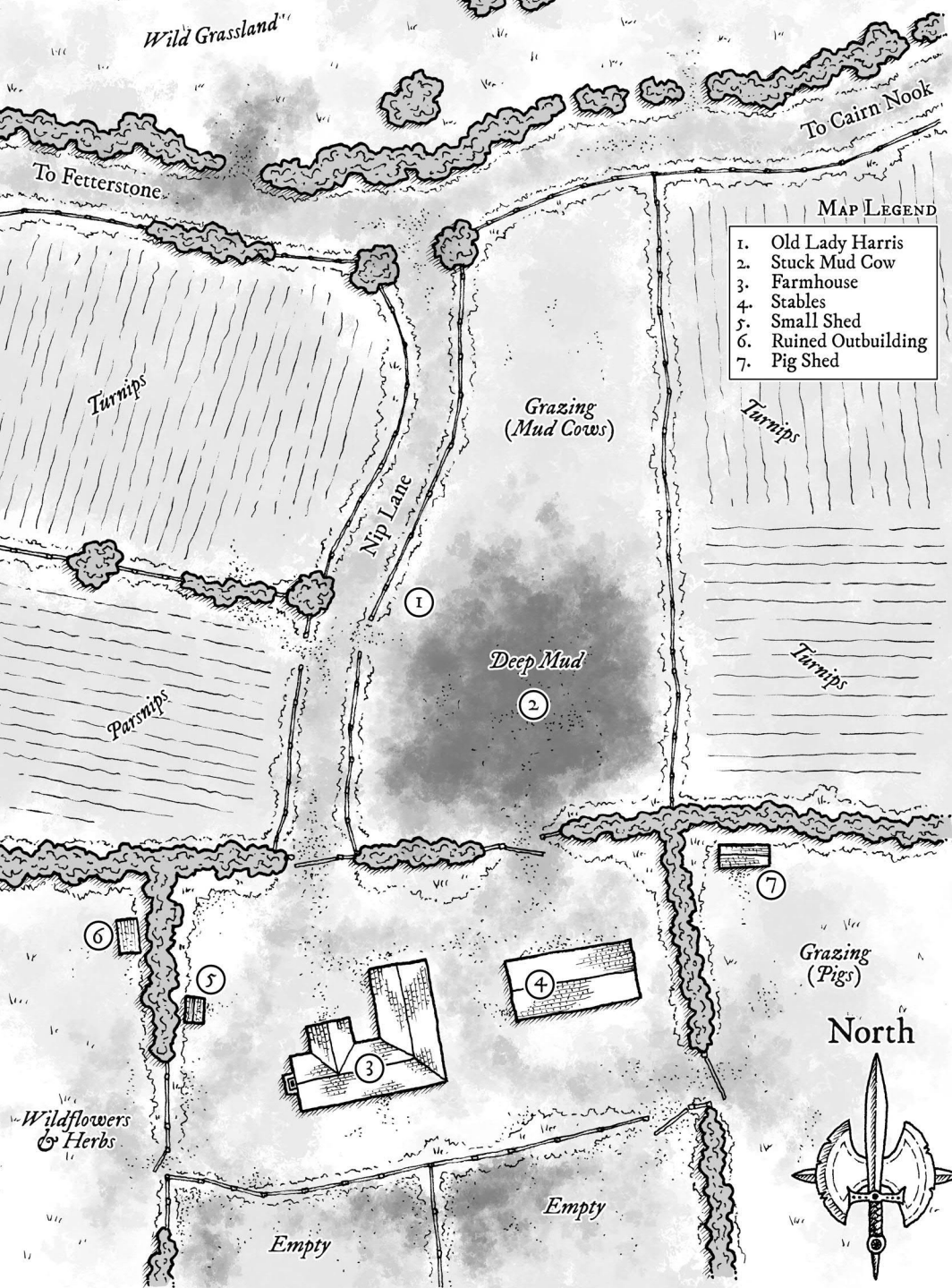
## MOVING THE MUD COW

The mud cow weighs 1,350 pounds, and because of the suction created by the mud, it is equivalent to moving a 1,600-pound object.

- The PCs need to use a combined 'weight carrying capacity' of more than 1,600 pounds to pull the mud cow free.
- Each PC can pull a minimum of 300 pounds. Also add their weight carry modifier from Strength.
- Old Lady Harris is old and creaky and won't 'pull her weight' unless asked very, very politely.
- The stable and house contain the following, although Old Lady Harris will not reveal this unless asked directly:
  - Stable: 2 × 50 feet hemp rope
  - Stable: 1 × shovel
  - Stable: Mud cow and harness
  - Stable: Wooden planks of varying width and length
  - House: A chunk of ginger root
  - House: *Larking with your Mud Cow* – An Illustrated Gentleman Owner's Guide by Mathias Pouke



# Old Lady Harris's Farm



- There are no other travellers to ask to help, and the nearest farm is about a mile away with another cantankerous old bat of a woman. If a PC manages to flag down someone on the trail, they'll get asked if they are the landowner, and if not speedily continue their journey. The bylaw requires assistance only if the landowner asks for help.

Table 2 (using the pregenerated characters) demonstrates how the pulling weight could be achieved.

TABLE 2: MUD COW PULLING

PULLER	WEIGHT (LBS.)
SOLOMON PILKINGTON	300 + 10
DERGAL POCK	300 + 15
NORRIS HITCHCOCK	300 + 5
ELSPETH FELLOWS	300 + 5
OLD LADY HARRIS	100
MUD COW WITH HARNESS	300 + 50
<i>Total</i>	<i>1,685 lbs.</i>

Table 3 shows some other things that can help reduce the weight of the mud cow and suction created by the mud.

TABLE 3: MAKING IT EASIER

METHOD	REDUCTION (LBS)
DIG OUT SOME MUD*	-25
HITTING THE MUD COW**	-10
INSERTING GINGER INTO THE MUD COW'S ANUS**	-50
USING A FROG, TOAD OR RABBIT AS A TASTY LURE	-20
USING A FISH TO TRY TO SCARE IT OUT***	-50

Page 9

\* There's a 2-in-6 chance the PC will get stuck too and need to be pulled out. Use the same rules for pulling out the mud cow. Add 10% to the PC's total weight to allow for mud suction.

\*\* Once out, the mud cow will attack the offending player character(s). Also, Old Lady Harris will repeatedly slap/smack anyone who hits her mud cows.

\*\*\* Mud cows are affected as per the *fear* spell when presented with the sight or smell of fish. A PC has a 1-in-6 chance of knowing this (increases to 2-in-6 if they read *Larking with your Mud Cow*). It can't escape the mud to get away, and will eventually pass out from fright, making some of the other methods of making it easier unhelpful.

From the start of this encounter, the stuck mud cow is exhausted from all of its initial struggling, so will be of minimal help to itself.

Once the mud cow is free, Old Lady Harris will offer the PCs free lodging in the stables whenever they need it (except for the Magic-User character), and a small bag of six **average-sized turnips, which can be used to pay for lodging** in Fetterstone.

**Mud Cow:** (2) HD 3, Hit Points 19, AC 3 [16], Atk Tentacle slash (1d8) or stomp (1d6) or special, Save 14, Special stampede†, ground sense‡, fishy fear§ **Move** 6, Run 18 (3 rounds max.), AL N, CL/XP 4/120. See TME pg 163.

† A mud cow running at full speed can attempt to trample a creature of medium size or smaller. The trample attack starts with a headbutt (1d6), and if the target fails its saving throw, they are knocked prone and take an additional 3d6 stomping damage. Stomping Mud Cows will automatically trample any creature in their direct path.

‡ Mud Cows are never surprised and detect movements up to 10 feet away for every inch of size of the target up to a maximum of 200 feet away. Thus, they detect a moving 3-inch mouse up to 30 feet away.

§ The sight or smell of fish affect mud cows like the *fear* spell. Creatures caught in their path are subject to being trampled.

## ENCOUNTER 2: FETTERSTONE

### PLAYER'S INTRODUCTION

The rain has picked up again and the PCs are looking forward to a change of clothes, and a warm meal washed down with a tankard of **Bullstopper**. Up ahead, in the dwindling daylight, the **faint green glow of gloombug lanterns** swaying in the wind signals civilisation of sorts.

Fetterstone is not the welcoming sight the PCs hoped for. Instead, it's a ramshackle village of patched-up and make-do structures that looks like they let in more water than they keep out.

From the middle of the hamlet, through the low **middiefog**, you see what you assume to be the gaol situated on a low rise in the surrounding marsh to the north. A tavern and an inn sit opposite each other at the muddy junction.

There is no general store in Fetterstone, so if the PCs need any basic weapons or armour, they can ask the blacksmith, Father Roberts, or ask at the town watch house or the gaol for any used items for sale.

### ENCOUNTER DETAIL

The PCs can seek out Captain Elias Fothergill straight away if they wish. He can usually be found in the Town Watch House, but as the sun has almost set, he has nipped off early to his homestead (location of the Game Master's choice). The sergeant of the Watch is there with one of his men, but they don't have the authority to give the PCs details of the task.

If the PCs manage to find him at his homestead, he will ask them to meet up with him at the Watch House at dawn the following day.

The PCs can sleep outdoors if they wish, maybe sheltered in one of the copses. It's cold and rainy all night long, and howls from the marsh fill the chill night air.

If the PCs have horses, they can be stabled at the Gloombug Tavern where they have three stalls available. They will need to pay for stabling separately to any lodging they find.

---

### THE LOCK & KEY INN

---

If the PCs decide to stay indoors overnight, they can get lodging at The Lock & Key Inn, although all of them would have to share a room with the odd rat and a few creepy crawlies, whilst sleeping on the floor with their own bedrolls.

The oily owner of the The Lock & Key Inn, Patrick Thess, will accept no less than 2 **silver shillings**—which he bites to make sure they are real—or 2 **medium-sized turnips** per evening.

The room has been graffitied by previous occupants, including rude pictures, tally marks, statements indicating that the previous occupant 'woz ea' with a date, as well as 'for a good time, visit...', accompanied by varying names. All very distasteful.

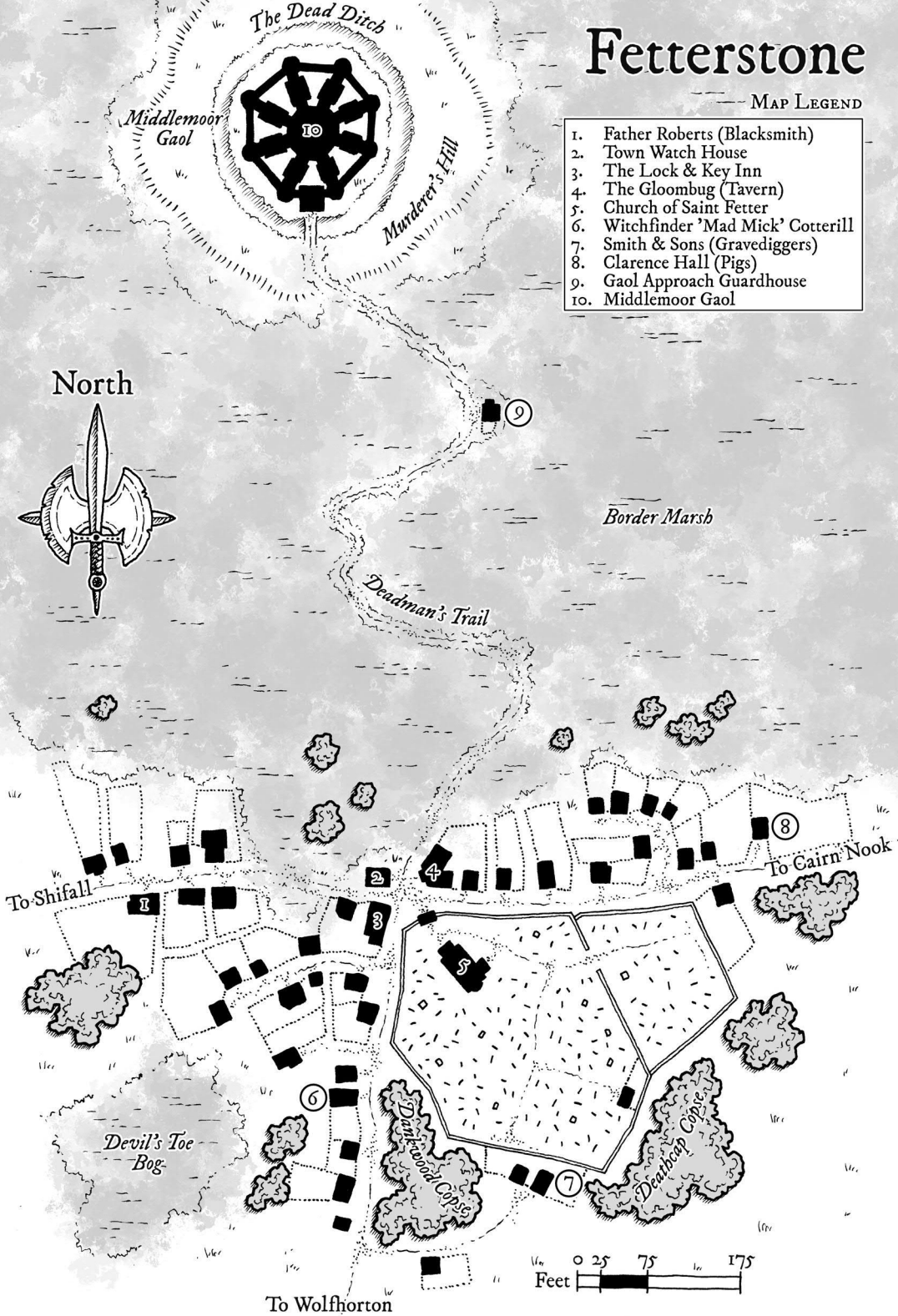
The room has no light source, but the **gloombug lantern** that swings outside allows a **subtle viridian hue** through the grime-smear led glass window.

# Fetterstone

MAP LEGEND

1. Father Roberts (Blacksmith)
2. Town Watch House
3. The Lock & Key Inn
4. The Gloombug (Tavern)
5. Church of Saint Fetter
6. Witchfinder 'Mad Mick' Cotterill
7. Smith & Sons (Gravediggers)
8. Clarence Hall (Pigs)
9. Gaol Approach Guardhouse
10. Middlemoor Gaol

North





The food and drink at The Lock & Key Inn are awful. Hairs in the food, maggots in the meat, etc. If anyone complains, Patrick simply tells them to, "Fuck off somewhere else then!"

---

### THE GLOOMBUG

---

The food, drink, and company are slightly better over the road at The Gloombug tavern, which is filled with gravediggers, off-duty town watch, gaolers, executioners, and the occasional gloombugger.

The owner of The Gloombug is Obediah Muckeswill, and he is a bear of a man, prepared to settle disputes in an old-fashioned way—fists only.

The tavern's clientele distrust strangers, although free ale helps loosen them up. Patrons will offer to buy any arms and armour the PCs are wearing/carrying. **They will not offer coinage, only vegetables or small livestock.**

Depending on whether the PCs helped Old Lady Harris or not, events will unfold as follows;

---

#### A) ARREST THEM!

---

If the PCs didn't help Old Lady Harris, the town watch will catch up with them at The Gloombug and attempt to arrest them for violation of the bylaw. As they are friendly with most of the patrons in the tavern, they have sheer numbers on their side.

---

**Town Watchman (4):** HD 1, AC 6 [13], Atk Sap (1d4) or Shortsword (1d6), Save 17, Move 12, AL Any, CL/XP 1/15.

---

If the PCs resist arrest, the town watchmen will use their saps (1d4 damage) to knock the PCs unconscious. The saps only do non-lethal damage. If things get out of hand, they draw their shortswords and the rest of the patrons join in on the town watch's side. All patrons are treated as 1 HD with 4 Hit Points and doing non-lethal damage with fists (1d3).

---

**Gloombug Patron:** (as many as you like, minimum of 10) HD 1, Hit Points 4, AC 9 [10], Atk Fist (1d3), Save 19, Move 12, AL Any, CL/XP A/5.

---

If the PCs are all knocked unconscious or they surrender, they will be taken to the Town Watch House and chucked into one of the cold, dank chambers in the cellars below for the rest of the night.

---

#### B) I SMELL A WITCH!

---

If the PCs did help Old Lady Harris, she has managed to get a message to the local Witchfinder, 'Mad Mick' Cotterill.

---

**'Mad Mick' Cotterill:** HD 3, AC 6 [13], Atk Longsword (1d8), Special Resist Evil Magicks, Extract Information, Spread Anxiety, Save 13, Move 12, AL Lawful, CL/XP 3/60.

---

When 'Mad Mick' enters The Gloombug there is a noticeable hush. Then folk proceed about their conversations.

'Mad Mick' scans the taproom, his gaze settling on the PC's table before walking to the bar whilst regarding them intently through suspicious eyes.



## MAP LEGEND

1. Porch
2. Taproom
3. Bar
4. Toilet
5. Behind the Bar
6. Cellar Trapdoor
7. Kitchen
8. Storeroom
9. Stable Stalls
10. Stable Storage

To the  
Border Marsh &  
Middlemoor Gaol

# The Gloombug Tavern

North



*Deadman's Trail*

*Potatoes & Leeks*

*Herbs*

*Hearth*

*Yard*

*Hearth*

*Stables*

To Shifall

To Cairn Nook

All the patrons seem to say hello and some offer to buy 'Mad Mick' a drink, but it feels that they are doing it out of fear rather than genuine friendship.

He will have a whispered conversation with the barkeep and proceed to wander over to the PCs. He will breathe in deeply as if smelling the air, and also take out a vial of milk to see if it has curdled. He then quizzes them about why they are here and makes any Magic-Users as uncomfortable as possible.

If there is a standoff, the off-duty town watch will step in to make sure there is no violence, but 'Mad Mick' will promise to uncover the devilry in his midst. At this stage, 'Mad Mick' should remain alive despite the PC's desires.

The PCs may recognise 'Mad Mick' Cotterill from *Arse About Face: A Spotter's Guide to Witches' Marks* (fully endorsed by 'Mad Mick' Cotterill) by Mathias Pouke.

## FINDING CAPTAIN FOTHERGILL

Captain Fothergill can be found at the Town Watch House opposite The Gloombug tavern. He will be in his office from dawn until dusk.

If the PCs were arrested for any reason, he will come down to their cells at dawn the following morning. He will offer their release in exchange for their help finding and catching 'The Finger Chewer'.

If the PCs have been behaving themselves, they should seek him out and get an audience with him to get the details on finding and catching the criminal.

---

**Captain Elias Fothergill:** HD 3, AC 5 [14], Atk Longsword (1d8), Save 14, Move 12, AL Neutral, CL/XP 3/60.

---

Captain Fothergill has the following information:

- The Finger Chewer is a dangerous criminal who killed and looted travellers, chopped off their fingers, and chewed on them. His last victim was the son of the Lord of Wolfhorton.
- He escaped five days ago after killing three inmates and five guards. He ran off with at least thirteen severed fingers.
- The Finger Chewer's real name is Percival Cooper. He's powerfully built, bald, and covered in tattoos of spiders.
- If the PCs want, they can visit his cell at Middlemoor Gaol to see if they can spot any clues that might help them. Captain Fothergill will give the PCs a signed letter of authority allowing them access.
- The Finger Chewer was seen running off to the northeast in the direction of Cairn Chase Forest, but the town watch quickly moved to patrol the edges of the Border Marsh to cut off his escape, and he never emerged from the bog, so he is still in there somewhere.
- He has no idea how the Finger Chewer managed to escape his cell.



# ENCOUNTER 3: MIDDLEMOOR GAOL

## PLAYER'S INTRODUCTION

Deadman's Trail slithers its way from the middle of the hamlet across the Border Marsh. In the cold morning **middiefog**, the muddy pathway is raised slightly from the surrounding bog, and although the PCs can't see much of it either side, they can smell it—soggy, rotting vegetation tears at their nasal membranes.

## ENCOUNTER DETAIL

### THE GUARDHOUSE

Halfway along the trail is a guardhouse manned by a single guard, who does his usual unenthusiastic shout of "Who goes there?" He will let anyone with a letter of authority pass. If anyone pushes past him, he blows a whistle to alert the guards at the entrance to the gaol, who will equally as unenthusiastically trot down the trail to deal with any threat.

---

**Gaol Guards (1d6):** HD 1, AC 6 [13], Atk Sap (1d4), Spear (1d6), or Shortsword (1d6), **Save** 17, **Move** 12, **AL** Any, **CL/XP** 1/15.

---

After passing the guardhouse, the low rise of Murderer's Hill looms out of the fog, the black edifice of Middlemoor Gaol sitting atop it like a black dragon on its hoard.

The trail ends in a wooden walkway across the sodden Dead Ditch—some 30 feet across and 40 feet deep. Its bottom is covered in knee-deep, fetid

bog water, making it almost impossible to climb out of without assistance.

### THE GATE HOUSE

Entrance to the substantial gatehouse is blocked by a gate of iron bars and several spear-wielding guards. They will not let the PCs in unless they are shown Captain Fothergill's letter of authority. When they are allowed entry, one of the guards shouts, "Sarge, got another one to look at that bastard's cell!"

He is referring to the fact that 'Mad Mick' the witchfinder is also investigating the escape of The Finger Chewer (unless the PCs have killed Mick already).

### INSIDE THE GAOL

The head gaoler is Master Oscar Blakemore. He will show the PCs down one of the wings of the gaol.

When the PCs arrive, the local witchfinder, 'Mad Mick' Cotterill is investigating the cell already. The PCs may have already encountered him at The Gloombug tavern.

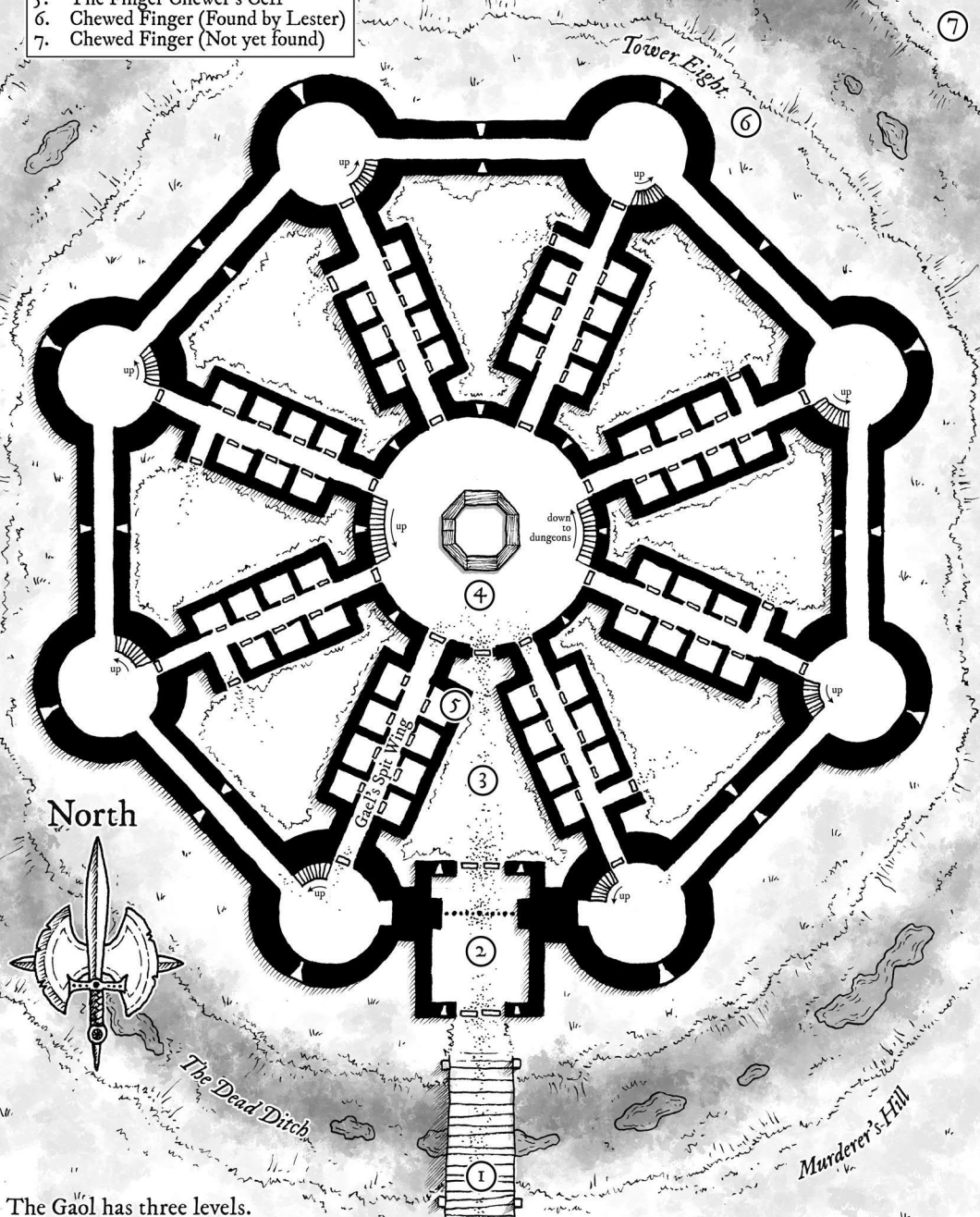
He will eye everyone suspiciously looking for signs and symbols of sorcery, paying attention especially to Magic-Users. 'Mad Mick' will quietly follow the PCs for the rest of their time in Fetterstone looking out for their use of sorcery and devilry!

For more information on the Witchfinder Class refer to *The Middlerlands Expanded*, pg 147.

### MAP LEGEND

1. Wooden Bridge
2. Gatehouse
3. Entrance Courtyard
4. Administration Area
5. The Finger Chewer's Cell
6. Chewed Finger (Found by Lester)
7. Chewed Finger (Not yet found)

# Middlemoor Gaol



The Ga<sup>ll</sup> has three levels.

- Dungeons (below ground)
- Ground Floor (as shown)
- First Floor (above this level no exercise yard access)

To Fetterstone

A guard called Lester Ketterpot is the only witness that saw the criminal escaping the gaol after discovering the bloodbath in the cell. He doesn't know how he got out of the cell, but after raising the alarm, he ran to the end wing tower and saw him running off north east down Murderer's Hill and into the foggy marsh.

He found a severed finger this morning that looks chewed (see Middlemoor Gaol map location 6).

### THE FINGER CHEWER'S CELL

The Finger Chewer's cell is still covered in blood and gristle. The walls are daubed with images of spiders and references to the Spider God, Morgontula.

Hidden behind a brick in his cell is a small silver brooch in the shape of a hand (worth 10 gold quids). The name 'Freedom Within' is scrawled on the back. The back comes off and reveals a secret compartment that looks to have had magic writing scratched into it. A Magic-User will see that this could have acted as a scroll.

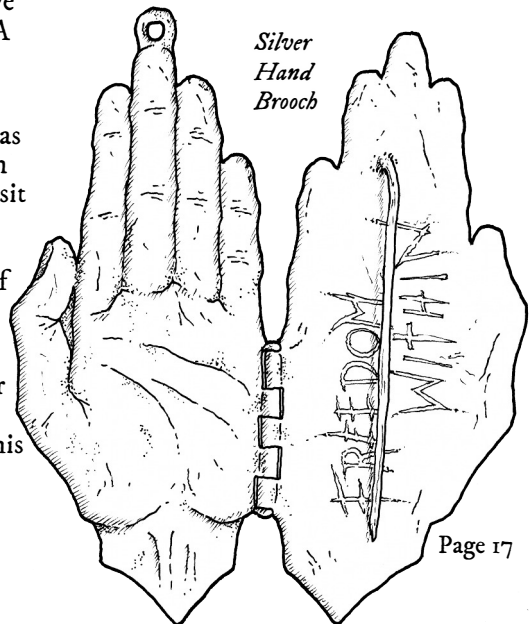
**GAME MASTER'S NOTE:** The brooch was provided to The Finger Chewer by an agent of **The Silver Hand** during a visit a few weeks ago. The back of the brooch acted as a scroll containing a limited use version (one door only) of the *Knock* spell.

The Silver Hand wanted The Finger Chewer to escape to act as a decoy for some other nefarious action befitting their guild activity. The reason for this is left up to the Game Master.

Outside, a dense **middiefog** has settled across the marsh, blotting out what little light managed to bleed through the **malachite drab**.

As the PCs are leaving the gaol, a small wagon drawn by a mud cow pulls up at the guarded entrance loaded with casks. As the cart comes to an abrupt halt, a cask topples off the back of the cart and spills a **load of eyeballs** and brine onto the cobbles. The cart drover—a **wart goblin** named Orbal Mile—quickly clammers down muttering curses and begins to gather them all up.

This event is totally unrelated to the adventure and is actually Mile Farms' weekly delivery of parsnips to the kitchens, but is intended to be a '**weird shit**' event, but can be used to add flavour and mystery. Did the wart goblin somehow aid the escape by delivering hidden items—maybe he got the silver brooch into The Finger Chewer's hands?



# ENCOUNTER 4: THE MARSH

## PLAYER'S INTRODUCTION

The **middlerfog** has rolled across the Border Marsh making visibility poor—down to 20 feet. **Gloombugs** buzz about shrouded by the mist and giving off eerie green glows.

## ENCOUNTER DETAIL

It is possible to catch some **gloombugs** for lantern use if the PCs have got a net. They won't improve the visibility much, but will at least be as useful as a lantern (30 feet)

### GETTING STUCK IN THE BOG

Movement is reduced to a quarter whilst in the marsh. Boots are constantly getting sucked off, and leeches eat their fill. A trail left by feet is very difficult to find, as water fills in the footsteps, and the spongy moss returns to its previous shape.

### THE TRAIL OF FINGERS

Luckily, there is a trail of chewed fingers that can be found which eventually lead to The Finger Chewer—who is already dead. The notorious criminal lies half-eaten and rotting, mauled by a small pack of **short-horned ratdogs**.

† A Short-horned Ratdog can make a headbutt attack instead of a bite. If it hits, the target takes 1d4 damage and if it is medium or smaller must make a saving throw or be knocked prone.

‡ For each additional Ratdog attacking a single opponent, each Ratdog gets +1 additional to hit for bite attacks.

§ Any creature bitten by a Short-horned Ratdog must succeed on a saving throw or contract a wasting disease.

## RATDOG LAIR

The ratdogs are lairing within a small opening in an area of solid ground and as soon as anyone gets near to The Finger Chewer's body, they come out to attack.

**Short-Horned Ratdogs (3):** HD 2, Hit Points 14, 10, 8, AC 7 [12], Atk Bite (1d6 + disease) or Headbutt (1d4 + special), **Special** Headbutt†, Pack Attack‡, Ratdog Disease§, **Save** 16, **Move** 24, **AL** Chaotic, **CL/XP** 3/60. See TM pg 134.

The ratdogs are mutated, touched by the **gloomium** deposits in their lair and as such you roll on the **gloom-touched** deformities tables in *The Middlerlands* book, pg 11. Alternatively, you can generate any kind of non-stat block changing mutations to add flavour—an extra head that can't attack, spines along its back, etc.

There are no penalties for fighting on the solid ground, but once a combatant (PC or creature alike) enters the boggy terrain, they are -2 to all To-Hit rolls and Saving Throws where movement is relevant.

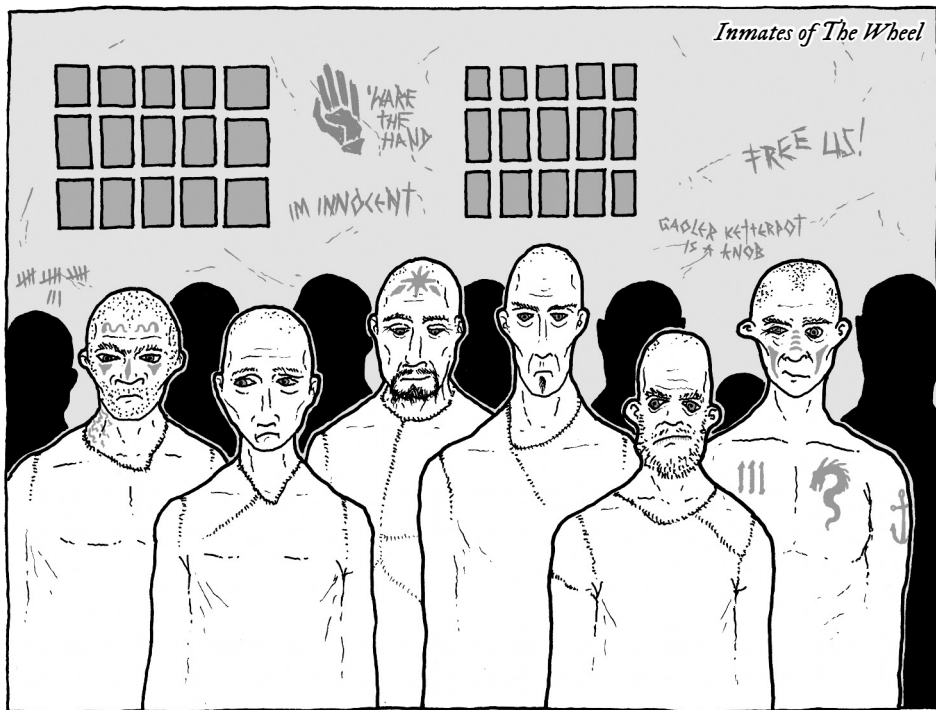
The ratdog lair is about 15 feet below ground and opens up into small natural chamber in the bedrock. It has veins of glowing green gloomium. If they spend more than one turn in the chamber it makes the PCs feel nauseous (-1 to all To-Hit rolls and Saving Throws) until they leave.

At the rear of the lair is a small tunnel which leads into the **Upper Middergloom**. The PCs can make a note of this and explore it in later sessions.

# MAP LEGEND

1. The Finger Chewer's corpse
2. Entrance to Ratdog Lair
3. PC's Starting Point





## ENDING THE ADVENTURE

The PCs can obtain their reward by taking the half-eaten corpse of The Finger Chewer back to Fetterstone and showing it to Captain Fothergill.

If their reward was freedom from incarceration and becoming wanted throughout the Middelands, then the charges are dropped and the PCs are free to go.

If alive, 'Mad Mick' Cotterill will still watch their every move whilst within Fetterstone, looking to be able to bring any devilry to light and those that cavort with the minions of Hell to swift and draconic justice.

Maybe there is more to discover in the back of the ratdog lair (see Appendix), with more dangers from below that could threaten the gaol or the folk of Fetterstone.



# APPENDIX

## MIDDERLANDS BY-LAWS

By-laws are laws established by local lords in order to deal with particular problems in their areas of control. Sometimes, a Duke establishes by-laws to be enforced county-wide although this is less common. More often than not, these by-laws tend to become less relevant with the passage of time, and their reasoning becomes lost. That said, the laws still exist, and are to be enforced under the full extent of the authorities, however ridiculous they may now appear.

Punishments for falling foul of these laws is usually draconic and disproportionate. Not knowing about a law is never an accepted reason for breaking it.

Here is a list of twelve old and unfathomable by-laws that you can use to get the PCs into hot water:

TABLE 4: OLD BY-LAWS

BY-LAW	BRIEF DESCRIPTION
STUCK PIG LAW	If a landowner asks for help to rescue stuck livestock, they are obliged by law to assist.
LORD'S PERCH LAW	Any perch or carp caught within three days after midsummer, must be offered to the local lord first.
WRONG TURNIP LAW	Turnips grown in Gaulandia or Scrotland are not to be consumed whilst standing on Havenland soil.
TAVERN ARMOUR LAW	Armour made of metal or leather shall not be worn in taverns or inns between sunset and sunrise without royal exemption.
WOBBLY COW LAW	It is an offence to be drunk and in charge of livestock.
QUEEN'S GOSSIP LAW	It is an offence to gossip about Queen Elspeth IV.
FIELD GAMBLING LAW	It is illegal to gamble or place a bet in a field.
SHOOK RUG LAW	No rug shall be shaken or beaten on a cobbled street.
LONG PLANK LAW	It is illegal to walk with a plank longer than 3 feet 6 inches long.
FUNGAL CASTLE LAW	It is illegal to pick/gather mushrooms or other fungi within one mile of a keep or castle.
TENTACLE LAW	It is an offence to handle a tentacle (severed or otherwise) in suspicious circumstances.
COW'S EYEBALL LAW	All eyeballs from deceased livestock, thought to have been killed by devilry, are to be removed and taken to the local witchfinder before sunset on the day of discovery.

# GLOSSARY OF TERMS

TABLE 5: GLOSSARY

TERM	EXPLANATION
ASHENBY	A small town in the county of Lesternshire
BULLSTOPPER	A particularly potent ale brewed in Great Lunden.
DRAB	The green-tinged—as opposed to blue—sky above the land.
GAEL	An angelic-looking, lawful god.
GAULANDIAN	The language spoken in Gaulandia. Equivalent to French.
GLOOMBUG LANTERN	A lantern filled with gloombugs (see Gloombug) used as street lighting.
GLOOMBUG	A marsh-living insect that gives off a powerful green glow.
GLOOMBUGGER	A collector of gloombugs. Gloombuggers maintain the street lanterns of the towns and villages.
GLOOMIUM	A substance that is both dangerous and possibly magical (based on radioactive substances).
GLOOM-TOUCHED	Afflicted by gloomium and suffering the deformities that occur when someone is exposed to too much gloomium or for too long. These deformities are listed in <i>The Midderlands</i> book on pg. 10/11.
HAVENISH	The language spoken in Havenland. Equivalent to English.
HAVENLAND	The country in which <i>The Midderlands</i> is set. Equivalent to England.
MATHIAS POUKE	Mad sage of Bland Forum. Knows everything or nothing (allegedly).
MIDDERFOG	The malachite-hued fog that rolls across the lands.
MIDDERGLOOM, UPPER OR LOWER	The subterranean areas beneath the landscape. Upper Middergloom is nearest the surface, then Lower Middergloom, then Deep Middergloom.
MIDDERLANDISH	The language spoken in the Midderlands areas. A local dialect that is hard to understand by others who speak Havenish.
MORGONTULA	A giant spider god that is said to reside in a giant lair on the moon
MUD COW	A rotund, stout, affectionate, but oft-stubborn cow with a tentacled snout. Used to pull carts and other heavy loads. Loves mud.
OLDENWALE	The Midderlands setting equivalent of Wales
OLDWALIAN	The language spoken in Oldenwale. Equivalent to Welsh.
QUID, GOLD	The gold piece equivalent currency of <i>The Midderlands</i> setting.
SAINT ABBANS	A town in the county of Hertshire, close to Great Lunden.
SCROTLAND	The Midderlands setting equivalent of Scotland
SCROTTISH	The language spoken in Scrotland. Equivalent to Scottish.
RATDOG, SHORT-HORNED	An ever-hungry, decaying flesh-craving dog that roams the land in packs, frightening cattle and folk alike.
SILVER HAND, THE	A nefarious guild that operates under a shroud of secrecy
WART GOBLIN	A civilised goblin that has found itself tolerated within the lands.
‘WEIRD SHIT’ EVENT	Any strange event that occurs in the settings that creates a moment of weirdness. These are listed in <i>The Midderlands</i> book on pg. 12.



# WART GOBLIN FIGHTER CLASS

Wart Goblins are a tough bunch. They excel at tasks, but when the task is defending and fighting, they are no different in their purpose and ability.

In combat, the Wart Goblin Fighter fights as a Cleric. They cannot wear armour or carry a shield—they find it too unnecessary and restrictive, and believe that sort of stuff is dishonourable.

PRIME ATTRIBUTE: Constitution

HIT DICE: 1d6/Level (2 Hit Points per Level after 10th)

ARMOUR/SHIELD PERMITTED: None

WEAPONS PERMITTED: Any

RACE: Hook-nosed Wart Goblins only.

## WART GOBLIN FIGHTER CLASS ABILITIES

BASE MOVEMENT RATE: 9

ALIGNMENT: Lawful

NATURAL ARMOUR: Wart Goblin

Fighters have a natural Armour Class of 6 [13] that can be modified by Dexterity or Constitution.

WARTSMELL: Wart Goblin Fighters are surprised on a 1-in-8.

SLOW METABOLISM: Wart Goblin Fighters can go without food or sleep for a number of days equal to their Level without any penalty. For each successful saving throw, the Wart Goblin Fighter can go an additional 12 hours. At the end of this time, for every day or partial day spent without sleep, they must rest for eight consecutive hours (so after three days without sleep, the Wart Goblin Fighter requires 24 consecutive hours of rest). If they don't, they lose one point from each stat for each day or partial day spent awake until they get the rest. If any of their stats go to zero because of this, the Wart Goblin Fighter dies.

TABLE 6: WART GOBLIN FIGHTER LEVEL PROGRESSION

LEVEL	EXPERIENCE POINTS REQUIRED FOR LEVEL	HIT DICE (D6)	SAVING THROW
1	0	2	14
2	2,000	3	13
3	4,000	4	12
4	8,000	5	11
5	14,000	6	10
6	20,000	7	9
7	28,000	8	8
8	40,000	9	7
9	70,000	10	6
10	120,000	11	5
11	200,000	11 + 2 HP	4
12	350,000	11 + 4 HP	4
13	500,000	11 + 6 HP	4
14	650,000	11 + 8 HP	4
15	800,000	11 + 10 HP	4
16	950,000	11 + 12 HP	4
17	1,100,000	11 + 14 HP	4
18	1,250,000	11 + 16 HP	4
19	1,400,000	11 + 18 HP	4
20	1,550,000	11 + 20 HP	4
21+	+150,000/Level	+2 HP/Level	4

**FIRMFOOT:** A Wart Goblin Fighter has +2 on any roll against being dragged or knocked over.

**FISTICUFFS AFFINITY:** Wart Goblin Fighters engage in unarmed combat as if they had one additional Level.

**PARRY:** Wart Goblin Fighters with a Dexterity score of 14 or better can fight on the defensive, parrying enemy blows and dodging attacks, as shown on Table 7.

**TABLE 7: WART GOBLIN FIGHTER  
PARRYING ABILITY**

DEXTERITY SCORE	PENALTY TO ENEMY ATTACKS
14	-1
15	-2
16	-3
17	-4
18	-5

**STRENGTH BONUSES:** Wart Goblin Fighters with a high Strength gain bonuses on both to hit and on damage.

## INMATES OF MIDDLEMOOR GAOL

Middlemoor Gaol is not the kind of place you want to visit voluntarily. Its inmates are some of the most dangerous criminals in the Midlands, and whilst that is certainly true, it does depend on your definition of dangerous. The dank, grimy cells are full of murderers, fraudsters, thieves, assassins, perpetrators of other unspeakable crimes, and even the innocent, framed

of course, for heinous crimes they never committed. Those that transpire against Duke Silas Ironhand and any lords of the nearby towns are also bought here to rot.

Known as ‘The Wheel’, Middlemoor Gaol has 185 cells in total: 57 cells on the ground floor, 64 cells on the first floor, and 64 cells in the dungeons beneath. Technically the gaol is full, but in practice, is typically 80% full, the spare capacity created by those that die or are killed here. Often, those inmates with vendettas against other inmates the gaolers happen to dislike, are allowed into the exercise yards unsupervised. Usually, a body is dragged out shortly after, dumped back in its cell, and the guards look the other way for a while before reporting death by natural causes. The walls are made from thick, hard stone making escape impossible. It’s truly grim.

Other than The Finger Chewer, here are a couple of prisoners of note:

### MARCIA SILVERWORTH

**CRIME:** Impersonating a witchfinder.

Marcia was a witchfinder of savage devotion, and the only female witchfinder of note locally. It was said that she could smell the scent of devil marks from the next village. However, this was just a ruse to steal the wealth of those she had falsely incarcerated. Her undoing was bought about by the families whose lives she had ruined as they exposed her pretence at the local Witchfinder’s Autumn Fair. She now waits for her release, patiently plotting her revenge.

**CRIME:** Multiple murder, dismemberment, cannibalism, and handling tentacles in suspicious circumstances.

No one knows his real name or even where he comes from, but ‘The Elf’ is a pallid being of few words. Sitting in his cell with his eyes closed and legs crossed, he never takes exercise. He eats little, preferring to eat live rats when they scurry into his cell. The gaolers are uncomfortable around him, especially when he snaps open his black orb eyes and snarls at them with a terrifying visage. The more timid gaolers have re-nicknamed him ‘The Animal’.

**CRIME:** Spying and espionage.

A Gaulandian spy captured stealing recipes from the Fullmead Brewery in Burnton. He managed to escape death—the royal authorities sparing his life—in exchange for the sparing of the life of a top Havenish spy currently incarcerated in Gaulandia.

#### GAEL’S SPIT WING PRISONERS

The following table shows the inmates incarcerated on the same wing (Gael’s Spit Wing) as the Finger Chewer. Cells are numbered right then left, then right again, etc, as you enter the wing from the Administration Area—refer to map on page 16.

TABLE 8: PRISONERS OF GAEL’S SPIT WING

FLOOR	COMPASS POINT	WING NAME	CELL #	INMATE	CRIME
Ground	SSW	Gael’s Spit Wing	1	Donald Hurley (human male)	Stealing turnips from a local lord’s garden.
			2	The Finger Chewer (human male)	Multiple murders and associated depravity.
			3	Sybil Coleman (human female)	Murder and cannibalism.
			4	Empty	n/a
			5	Rowan Rawlings (human male)	Stealing mud cows.
			6	Edith Picklenip (human female)	Encouraging devilry and nakedness.
			7	Empty	n/a
			8	Hewgul of Staffleford (wart goblin male)	Attempted assassination of Duke Silas Ironhand.

## MORE LOCATIONS OF THE BORDER MARSH REGION

The following information is provided about locations on the Border Marsh Region map on the inner front cover.

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### BLACK CROW FARM

This remote cabbage farm is smelled before it is seen. Half of the harvest is always left to rot in a field behind the farm so as to lure in scavengers, and also the predators that feed on them. The owner Tavistock McBride sells the unusual furs, hides, and skulls of the strange creatures he lures in, kills, and skins.

---

### CRESSINGTON ABBEY, RUINS OF

The ruins of Cressington Abbey consist of rows of collapsed stones walls atop Mudden Tor. Some are still tall enough to make out the archways that adorned its interior, but throughout, evidence of a destructive fire mar its stones. Four hundred years ago, the abbey was dedicated to Morgontula. Throughout, evidence of its prior purpose can still be found on broken statuary, engraved stonework, faded wall paintings and fractured mosaics, all with an arachnid theme. Spiders seem drawn to this area, including several quite large species.

---

### FESTERHEATH FARM

Owned by the aged Claudia Spankel who runs the farm with her weird son, Septian Spankel. The farm produces some of the worst potatoes in the Middelands. They are mainly used as feed for cattle as they taste like shit—

even some pigs turn their noses up at the smell of them.

---

### LOST PIGLET INN, THE

The Lost Pig Inn is a way-stop for travellers heading out to Tealfordshire. Owned by Thomas Mooring and his wife, Jennica, they are also the owners of Mooring's Farm. The inn's name derives from pigs wandering out from the farm's fields and wallowing there.

Thomas decided that it would be a good business opportunity to build an inn there too, stopping the pigs from wallowing and also generating more revenue from passing trade.

The reputable inn was built twenty years ago, but still the pigs escape to mysteriously wallow around it. During excavation for the foundations, Thomas found a silver necklace with a pendant made in the image of a boar. Taking this as a good luck symbol, he buried the necklace beneath the inn's hearth to ensure future prosperity.

---

### MILE FARM, THE

Run by the wart goblin, Orbal Mile of Fetterstone, Mile Farm is a supplier of average quality parsnips to the gaol. Orbal himself delivers a cart load once per week. Occasionally, he also delivers more unusual goods requested by the gaol's governor.

---

### MOORING'S FARM

Run by Thomas and Jennica Mooring. This pig farm is a successful and thriving business, but recently they have been finding their pigs slaughtered up near Orkern Hill.

## OBEDIAH PODDINGTON'S HOMESTEAD

---

Perched on the edge of the Border Marsh is the stone cottage and out-buildings of Obediah Poddington. Once a gloombugger, he knows the marsh pretty well having spent years collecting gloombugs from within it. Falsely convicted of stealing a gloombug lantern, he was spared death and spent three years in The Wheel. Consequently, he mistrusts and holds a grudge against the authorities and will be unwilling to assist them.

Obediah was indeed approached by the Fetterstone Town Watch and asked to keep an eye out for the escaped fugitive, although Obediah is more likely to assist an escapee than informing the authorities about their location.

Obediah knows of the entrance to the Upper Middergloom to be found at the back of the ratdog's lair and has explored the caves beyond several times. Obediah has magical boots made of mud cow skin, allowing him to walk on mud without sinking.

## OLD WATCHTOWER, THE

---

Perched atop Peg Hill, this dilapidated watchtower, now a pile of lichen-clad stones and ivy-covered rotting timbers, was built to monitor the Pegridge river. Prior to the watchtower's collapse, a number of chambers were dug into the hill. They can be accessed by a rubble-covered trapdoor in the tower or via a difficult to find iron grating on the hill's west side. Things no bigger than one foot wide may slip through it. The chambers are home to a trunked saurian half-ogre, too big to leave. It lives off the creatures big enough to enter its lair.

## REDHOLME FARM

---

Ty Redholme and his three daughters—known in hushed tones as the Redholme Witches—run this large pig farm. The sounds of squealing pigs can be heard from the main road south. The friendly rivalry with Mooring's Farm is feigned, for behind closed doors, Ty and the Witches seek to undo the Mooring's respected status.

## SALOP VALE INN, THE

---

Located on the southern road to Wolfhorton, this inn has stood derelict for five winters. It's previous owner-occupants were butchered as they lay in their beds, the only evidence being a slimy residue that coated doors and floors. No one was ever brought to justice for the heinous crime.

The inn is said to be haunted, many having reported sightings of mysterious red lights at night and white apparitions wandering its rotting husk by day. The owners of Wainthorpe Farm have heard blood-curdled screams in the dead of night.

## WAINTHORPE'S FARM

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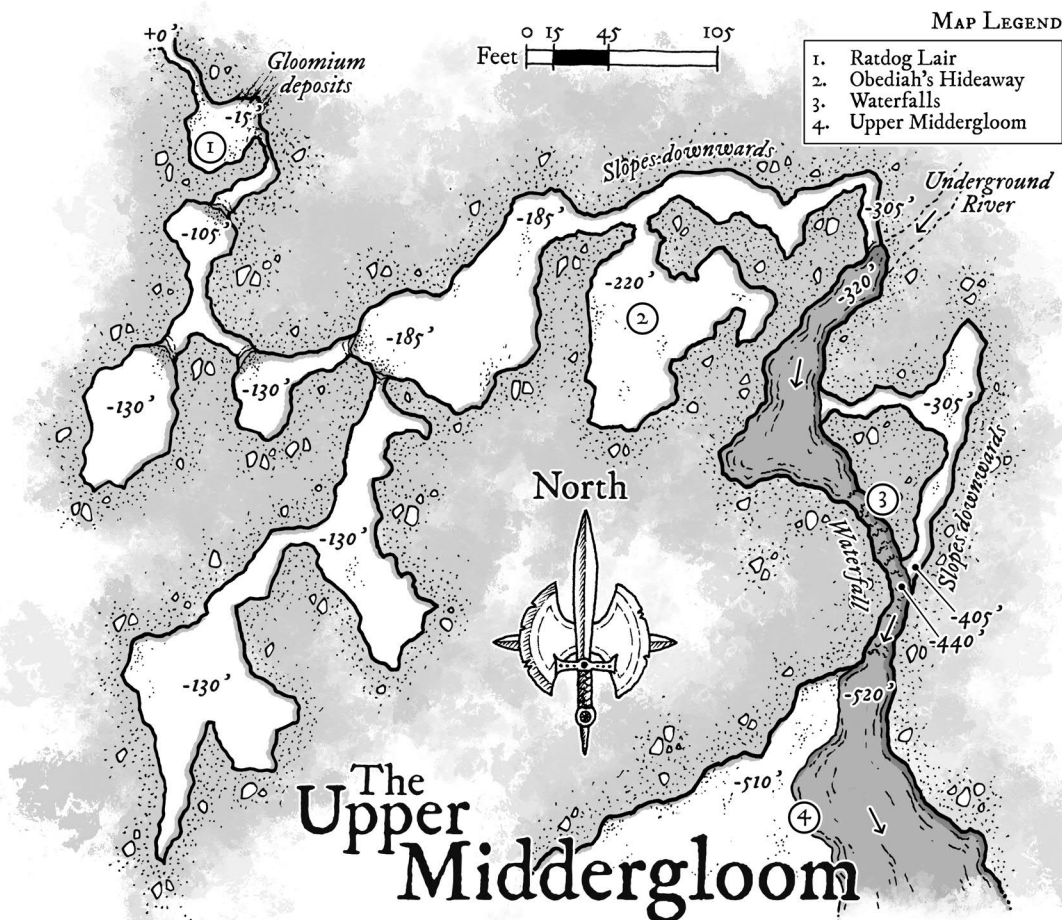
The deeply suspicious and reclusive Wainthorpe family live and work this carrot farm. They shoo away strangers and even have a painted sign at their front gates reading *'No unwanted visitors. Leave or be dead.'* Once per week, a black cart pulled by a mangy horse and driven by the most pallid, frail old man you have ever seen moving, sells bags of carrots from his cart. He talks little and never smiles. The locals call him Gasper Carrot.

## BENEATH THE RATDOG LAIR

The PCs may want to investigate the small opening at the back of the ratdog's lair to find out where it goes. If they decide to do that and leave the location to return later, they will need to remember the exact spot, as the ever-present fogs make it difficult to ascertain the rough directions to the lair.

The descent into the Upper Middergloom beneath is dangerous and the use of climbing equipment is advisable. There is evidence that someone has already been down into the darkness using this route—Obediah Poddington—as some iron spikes have been hammered into the bedrock in places. Explorers can also find a stash of equipment and belongings that Obediah has hidden here away from prying eyes—the contents of which are left to the Game Master to determine.

A partial map of the area is provided below, with the further reaches of the Upper Middergloom left to the Game Master's devising:



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