



# Boglando



A catalogue of the Boglanders  
their cultural practice, history and geography,



# Boglanders

This manuscript is the background and setting guide to Bogland. Boglanders are ugly little people, part orc, part mutant, part goblin, part imp, part beast, part demon, all mixed up and corrupted. The range of models comprises forty five 28mm scale figures, over a hundred arms, thirty six tokens and four statues. These are catalogued here for easy reference, as well as images of themed forces for various games. The models are specifically designed to be "game agnostic" and can be used in your favourite tabletop or role-playing games.

Contained here is the folklore of the region and descriptions of the main Boglander personalities. The idea is to use this to give flavour to your tabletop games or for plot hooks and details to use in your role play sessions.

The first section is a short essay on the artistic development of the orc from folklore goblins to the modern Warhammer and Lord of the Rings portrayals. This is to examine the inspiration for this project. There is even a scenario for you to import into your games, Move the Pie, where players engage in this odd cultural practice. You can also find an assembly guide plus lots of pictures of the models. I hope you enjoy it! Please follow Ramshackle Games on your favourite social media and visit our web store to buy your own force of Boglanders.





**As to the character of a Boglander? I should say most cheerful and jolly. They are set about by the most dire privation of poverty, yet have an irrepressible cheer. Their chief please is in the simple act of eating, especially communally. They revel in the act of consumption and have great appreciation for the subtleties of each dish. Even the most base of foods is consumed with great delight. Be it parsnip eaten raw, or snails boiled with garlic, or juicy bacon flavoured with peat smoke, every edible part is relished, and shared out that all may eat a morsel. There are of course greedy Boglanders, but I have yet to meet a selfish one. Their most favoured cuisine is the famed meat pies, rich with succulent man-flesh and wrapped in a crisp and moist pastry. To sup with a Boglander is to enjoy a meal in pleasant and merry company.**



## A Description

Bogland is a strange place. A kind of low magic and the pitifully mundane are blended in the mud and grime of the bog. Some small part of Bogland exists across the planes, mostly in the land of the mortal, but a tiny part in the province of the fey, in fairyland. So the people of Bogland too are some part of the realm of magic, yet most part mortal, and of the filth of their country.

The Boglanders are a miniature range whose background and lore is written to be used in any game. They are designed to be agnostic to setting, and fit in any. So Bogland might be a province in Mordor, or perhaps a hidden pocket within the Forgotten Realms. Or perhaps a post-apocalyptic waste, or again a world on the fringes of the Imperium of Man. Bogland is any place you need it to be. It is one small part of a world that includes rotten turnips and mad wizards. It is written to be easy to slot the whole small county into your gaming diegesis, your world.

## Geography

Bogland was once a rich peat bog. Unfortunately for that antediluvian wetland, copper deposits were discovered. The peat of the bog has for an age been harvested and put to flame as power for the smelters. Now Bogland is a place of encroaching sand and dying vegetation, as the marsh recedes. Its main export is a base copper and low quality tin. Often these are fashioned into bronze.

Bogland is about a hundred square miles in area, fit inside an uneven rectangle, ten miles on its longest side. It is within and surrounded by more powerful nations, so would be vulnerable were it not for its low value. Hard to traverse, foul and full of the weird, those that would conquer it weigh the value of its copper against the cost of extraction, and find the balance wanting. The rulers around Bogland find it cheaper to simply extort and trick the King, and gain their bronze at a low price.

## Principle Towns

To the north is the capital, Bogsburg, seat of government and house of the corrupt. It is situated atop a natural rock protrusion, and commands a great vantage point over the low marsh that surrounds it. Further south is Netherhole, near the copper and tin mines. It is a harsh and cruel place, yet where the meagre riches of Bogland are eked from the earth.

## Food

Food is scarce and costly in Bogland, where once it was abundant. Frogs and snails used to be the main staple of the Boglanders, but as the bog recedes, so do the natural habitats of these creatures. Also a strange and weird event has brought about an odd change. The Frogs have reverted to the bloodlines of their ancient forebears, and now begin to speak and think like a human! The frogs have even chosen a king. So it goes. Now to eat a frog is seen as rather rude.

Plants are withering more too, and seeding less as the bog deteriorates, so that grains and roots are harder to find. This constant hunger plays on the minds of the Boglanders, and they make much of their eating rituals, and their chief delight is in feeding with their families, and their kith and the folks around. Yet seldom is this practical and the meagre rations mean that feasts are few and far between.

## Deep Shaft

It is located near Netherhole, said to be the hole made by Gauron the Dragon and where he was defeated. Deep Shaft is the deepest of the copper mine shafts. The rich vein of copper is now nearly exhausted and serves mainly as a municipal rubbish disposal. All manner of junk is thrown in and can provide a moderate income for treasure seekers brave or desperate enough to descend to its depths. Rare fungi thrive in the dank conditions, as well as delicious juicy fat rats. It branches into many offshoot shafts and drifts. Some monsters lurk in the mines so caution is advised!











# GOBLINS & ORCS

from Goblins of Folklore to The Rings of Power.

The Boglanders are my attempt to encapsulate the entire development of orcs, from the goblins, bogarts and elves of folklore to the modern World of Warcraft and Warhammer orc.

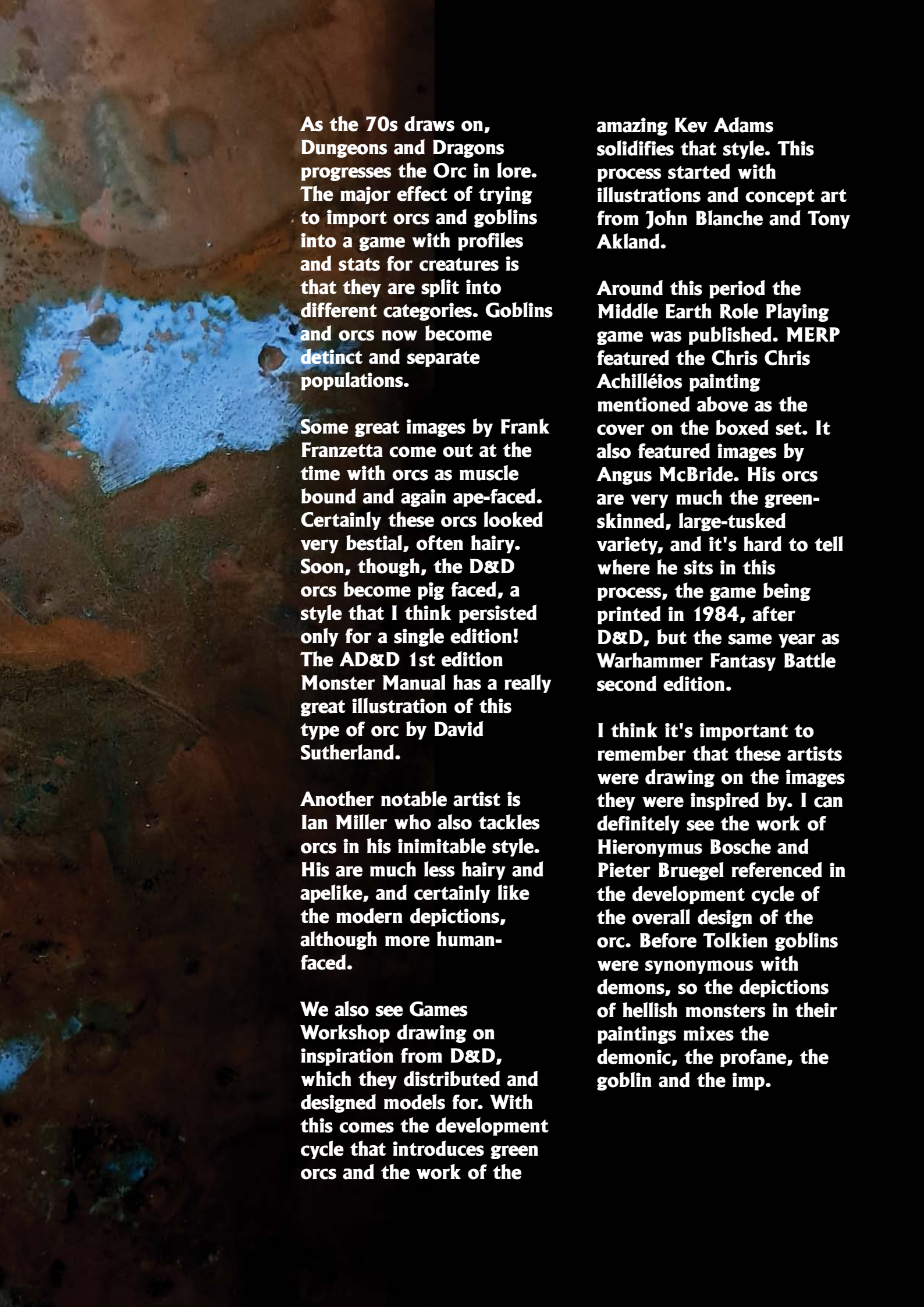
In folklore, a "goblin" is an ill defined term and often a synonym for fairy or elf, although usually with an evil or mischievous connotation. Sometimes a goblin is specifically a demon, at other times a fairy or sprite. Indeed the spirit world and the mundane appear to be intertwined when referring to these kind of fey or fairies .

The word goblin dates back to at least the middle ages and appears the writings of Orderic Vitalis in 1141, where he names a demon or devil from Evereux in Normandy as "gobelinus". After this there are many goblins that appear throughout multiple European cultures. These folk stories portray goblins as very varied in appearance, from grotesque to almost silly looking. Medieval marginalia, the small images that emblazon old manuscripts, also often represent goblins and small demons or imps.

To then jump forward into our current period, the goblin is picked up as a motif of evil by J.R.R.Tolkien. He use the term "goblin" and "orc" mostly interchangeably throughout his texts, so it seems clear to me that he was drawing inspiration from folklore and retained that ill defined terminology. Tolkien brought into use the name Orc which is taken from an Old English word, translating roughly into modern English as "monster". In his fiction, orcs were corrupted Elves, so semi-mythical humanoids, perverted by the Dark Lord and turned monstrous, but he refers to them as goblins too.

Lord of the Rings spawned a bunch of really fantastic artwork depicting goblins and orcs. The artists drew from the written descriptions, and also their own personal influences. One of my favourite of these early paintings is "The Battle of Five Armies" by John Blanche. In it the goblin wolf riders are depicted in a very loose way, but are recognisable as sort of ugly faced humans. Another great image is the Chris Achilléios painting "The Hosts of Mordor", where he depicts orcs as ape-like and bat-eared.





As the 70s draws on, Dungeons and Dragons progresses the Orc in lore. The major effect of trying to import orcs and goblins into a game with profiles and stats for creatures is that they are split into different categories. Goblins and orcs now become distinct and separate populations.

Some great images by Frank Franzetta come out at the time with orcs as muscle bound and again ape-faced. Certainly these orcs looked very bestial, often hairy. Soon, though, the D&D orcs become pig faced, a style that I think persisted only for a single edition! The AD&D 1st edition Monster Manual has a really great illustration of this type of orc by David Sutherland.

Another notable artist is Ian Miller who also tackles orcs in his inimitable style. His are much less hairy and ape-like, and certainly like the modern depictions, although more human-faced.

We also see Games Workshop drawing on inspiration from D&D, which they distributed and designed models for. With this comes the development cycle that introduces green orcs and the work of the

amazing Kev Adams solidifies that style. This process started with illustrations and concept art from John Blanche and Tony Akland.

Around this period the Middle Earth Role Playing game was published. MERP featured the Chris Chris Achilléios painting mentioned above as the cover on the boxed set. It also featured images by Angus McBride. His orcs are very much the green-skinned, large-tusked variety, and it's hard to tell where he sits in this process, the game being printed in 1984, after D&D, but the same year as Warhammer Fantasy Battle second edition.

I think it's important to remember that these artists were drawing on the images they were inspired by. I can definitely see the work of Hieronymus Bosch and Pieter Bruegel referenced in the development cycle of the overall design of the orc. Before Tolkien goblins were synonymous with demons, so the depictions of hellish monsters in their paintings mixes the demonic, the profane, the goblin and the imp.



I actually asked John Blanche about his thoughts when he was coming up with ideas for his orcs. He said that he was doing his own imaginings rather than trying to synthesise the concepts from other artists, but added that "Bruegel and Bosch must have always been there though because I always loved their stuff!". John also mentioned the work of Arthur Rackham being as an influence on his style for the orcs. Rackham's painting "Fafnir kills Fasolt" is definitely very orcish.

Another major influence on the development of the orc and goblinoid has been Brian Froud. His images are very reminiscent of a more folklore-ish style and influence. This then went into making Labyrinth. It generated the amazing blend of Jim Henson's muppets with Froud's goblin designs.

With the publication Warcraft, the orc becomes more mainstream, really cementing the popular image of the orc as a green-skinned, snaggletoothed humanoid, often but not always bald. There are definitely many other cool depictions of orcs I have not covered here, but I think it's a good snapshot of the whole process.

The Boglanders are me looking at those influences and attempting to put them together in my own way. I have tried to make corrupted humanoids. Some are bestial, some hairy and some more folkloric, all Tolkienesque and definitely with a hint of Henson's Muppets!

I've included references to the depictions of demons and other bestial people from the right panel of Bosch's triptych "The Garden of Earthly Delights". I've also tried to pay homage to the amazing artists and sculptors that have brought us to the modern day orc through its century long development. I have blended aspects of folklore and fairy tale, and themes of corruption with our favourite fantasy bad guys. I'm really happy with how the sculptures have turned out, and I had real fun making them! I hope you are like me and enjoy them too.





SET 01- Pulmentumancer, King & Queen



SET 18- King's arm stew

The royal Pulmentumancer reads auguries in King's Arm stew, predicting the fortunes of the King and Queen.





# The King and Queen of Bogland

Bortrand, eighth of his name, and Nigle, the second of his name, the two kings who wear the crown simultaneously, bringer of war and named vassal to the Dark Lord, who he tricks.

Great are our two kings, may they live to eternity. Blessed by Sunface and wielders of the rod of bronze. Bogland lies in a precarious position. As the bogs dwindle, life for the Boglanders has become harder. Around Bogland is a greater realm, which is ruled in these times by the Dark Lord, some call the Emperor, who's armies grow in size each day. After clashes at arms, Bortrand, who faces forward, struck a bargain with the Dark Lord, to supply copper, and tin and bronze, as with axes, swords, armour and all the accoutrements of war. Yet cunning was Nigle, who faces the rear, and a high price was demanded for the metal. The land is to be renewed, the Bog regrown, and with sorceries from the Dark Lord as price of the deal. All rejoice!

The King's faction, the Reds, worship the spilling of blood. They are war like and go about clad in armour and wielding weapons, and some even possess skill with these weapons, although all Boglanders have a great cunning, which is their primary defence.

Yet the King wears no armour, and eschews it, saying that his shield is the body of his people, and his armour is their cunning, and their weapons are his weapon to strike with.

Queen Vulpia the Cunning, The Great and Knowledgable, She Who Reads, Patron of Bogland University.

A rare beauty in the realm of Bogland, Vulpia is a wise and benevolent queen. She has reigned for a great many years, beyond the memory of the oldest of the Boglanders, and the memory of their sires too. She is of the were-folk part human, part animal, who have strange length to their lives, yet not in peace do they live. A strong longing and hunger will fall upon a were-beast, one that fills their thoughts.

Sometimes it is a thirst for juice, or the turnip, but sometimes a thirst more carnal. The queen has a thirst for blood. Yet strange indeed are the ways of the were-folk, that the drinking of blood is how they can be made. Some weres are born in the natural way of beasts, or of humans. While others are made when a flesh thirsting Were-beast bites a human. A were lives their first life as a mortal of their kind. Then comes their first death, when they are bitten by a blood drinker and they are given to Jenny of the Bog. Yet Jenny of the Bog chooses that their second life is more important than her other children's and sends the best of those bitten back to mortality. They return whole, but also changed. They keep their personality and memories, and some say their minds are made stronger. They take upon themselves the aspect of an animal, and develop a thirst.

The type of animal that they become mixed with is very often the same as their female sire of old, their matriarch, one of the wives of Bogwhump, from ages past. Vulpia's matron was Vulpina, vixen princess of the Foxes, the second wife of Bogwhump, and so she is like a fox, cunning and eater of flesh. She has given many of her kind the blessing of their second life. Yet not all Wereforms are eaters of flesh. Sometimes it is the shrew, or the pig, beetle, beaver, worm, or gnat, or sometimes a fish, or yet other times another beast, or insect. Bogwhump took eight wives during his life, and the number of kinds that a were-best may become number more than the number of his wives.

Under Vulpia's rule, her were-friends have become her faction at court, the Blues, and she is patron of them and their guilds. She sponsors Bogland University, which being the way of all things in the land of bogs, is but a pitiful three room hovel, with a library of some seventy mouldy books. Yet still there is learning, for the Blues take pride in their literacy, and their counting, and their fine manner. Yet they are an insular group, haughty and arrogant, and given to acts of pettiness and spite. Still Vulpia will guide them, and attempt to teach them honour, integrity and care for others. Such is the life of the Queen.



# The Royal Pulmentumancer

The Boglanders put great stock in the casting of auguries, and of forecasting and foretelling. Chief of these heiromantic arts is that of reading a bowl of stew. Called Pulmentumancy, a gifted medium is able to see the future written in the colours and chunks floating in the bowl. The Royal Pulmentumancer is chosen from the best in this art and is held in great honour at the court.

## King's Arm Stew

One delicacy of Bogland is the stew named King's Arm. It's main ingredient is the appendage of a Boglander. Once a sun-worm colony begins to gnaw away at the flesh of an arm, but before it begins to waste away, as all such limbs will do in time, it is removed. This is a special time in the life of a Boglander, where they give their member as sustenance for their family and friends. A great pot of water will be boiled, and into it put the arm, and vegetables, and such meagre herbs and spices that they posses, and it is shared openly with all who enter their abode.

This stew is also the working stuff of the Pulmentumancer, and the most potent of these concoctions is made with the arms of the reigning King. As the current king is two people as one, the Royal Pulmentumancer is privileged that he might augury with four pots of this most powerful elixir, true King's Arm Stew, for the king has that number of limbs. Four arms means four pots of King's arm stew. This is seen as a great portent of good fortune for the Boglanders.

## Bogland Meat Pie

### Ingredients

3 small spoons fat  
2lb diced braising man-flesh  
2 onions, peeled and chopped  
3 meium spoons flour  
1 small spoon fresh thyme leaves, chopped  
2 small spoons fermented frog juice  
Freshly ground black pepper  
a jug of hot beef stock  
a sheet ready-rolled shorterust pastry

1 egg, beaten

### Method

Heat thine oven to a medium temperature.. Heat 2 small spoons of the fat in a large casserole dish on the hob and brown the meat all over in batches. Lift the meat out and set aside.

Add the remaining 1 small spoon of fat and fry the onions gently until softened. Tip in the flour and stir well until it browns. Then add the meat and any juices back to the pot, along with the thyme, fermented frog juice and plenty of black pepper. Stir well then pour in the stock, bring to a simmer, cover and cook in the oven until the meat is tender.

When you are ready to assemble the pie add more peat to the fire. Lightly grease a round pie dish and line with the shorterust pastry, leaving a bit overhanging the sides. Brush all around the top edges with beaten egg. Spoon the slightly cooled filling into the middle of the dish and level it out with the back of the spoon. Top the pie with the remaining pastry and seal it well round the edges by crimping the two pastry layers together. Trim off any excess pastry and brush with lots of beaten egg. Cut a slit in the centre for steam to escape and bake the pie until golden brown and bubbling inside. Allow to rest for a few minutes before serving.





King's guard wear the red, which is his colour.  
 Their champions wear the quartered blue and red of the  
 Bogland flag.







SET 03- Armless Were Forms



SET 20- Double Billhook

Were-form animal people  
are common amongst the Boglanders





**I have been training Pablo how to make moulds. In exchange he drew four character illustrations for me to use in this book. He also sculpted the super cute pig-frog that goes with Set 03.**

**You can find Pablo's awesome illustrations and models at The Still Tower on your social media.**





# Parasitic Worms

Due to the Boglander's penchant for ritualised cannibalism, unsurprisingly parasites thrive in Boglander communities. The most renown of these is the Greater Bogland Sun-worm. Once its eggs hatch in a human (or human-like) digestive tract, the worm will burrow through to the epidermis. They protrude from the flesh, wriggling and writhing.

Most commonly the worms will infest the arm pits and slowly eat away at the member. Due to this many Boglanders are missing one or both upper limbs. Boglander life is short, and suffering is an accepted part of life. The Armless are not particularly shunned by their fellows and live as full and rich a life as any other Boglander, which is to say meagre and pitiful. The worms exude a natural anaesthetic and while it can be inconvenient to lose an appendage, its not truly painful.



Sometimes the infestation continues long enough, and the entire body is infected. These worm people are shown a great degree of respect and affection. They often play pivotal community rolls, such as the Pie Scape, or as a guide or councillor, although their wisdom is often given in a cryptic way, or can seem madness. As the Boglander becomes more worm like, they will act more like a worm, and love to burrow in the bog, and shun fire, and speak less. As they degenerate the worm infested become more holy in the eyes of the Boglanders and are seen as prophets who lead by action.







SET 04- Armless Flies



SET 21- Insectoid

A happy family, Pater Fly is a professor at the university.  
 Mater Fly defends the home and manages the childcare.  
 Thier eldest, Maggy, helps out where she can.







SET 05- Armless Hats



SET 35- Flintlogue Pistols

Fancy hats are the fashion in Bogland at the moment.  
Size seems to denote importance of the wearer.  
Himdalf's is tallest, but the Commodore's is more impressive!





# Himdalf's Tower

Himdalf is the most powerful wizard of Bogland. His tower lies north-west of the Bogsburg. He is a conjurer and speaks with the spirits. He forms illusions and gives wise council. Yet he is not keen on political life, and so does not wear the blue of the Queen's faction, nor the red of the King's. His crooked tower holds some real treasure, principle of which is the Mirror of Spirit. If one gazes at it under the light of the moon, those with the weirding power can summon forth the dead or demons and speak with them. Sometimes they say words that will change the life of the listener, but mostly they talk banalities. Such is the every day existence of a spirit. Himdalf likes the company, and tends to try to summon story tellers of the past, jesters or those with amazing tales.

Himdalf indulges in the smoking of rare and mystical herbs. He has a great store of intoxicating and potent plants, which he both collects and sells. Some grant him visions, while others help him to commune with the spirit world. His tower has a heady aroma and can disorientate those who enter unprepared. Several acolytes are employed in the grinding, growing and cataloguing of the various herbs. They also derive tinctures, brews and other extracts. Himdalf also makes medicines, which he is more than willing to give away free of charge to those in need of healing, so his tower is always worth a visit for any with ailments. This being said, he is prone to long bouts of idle slumber and so is not always on hand when an emergency arises.

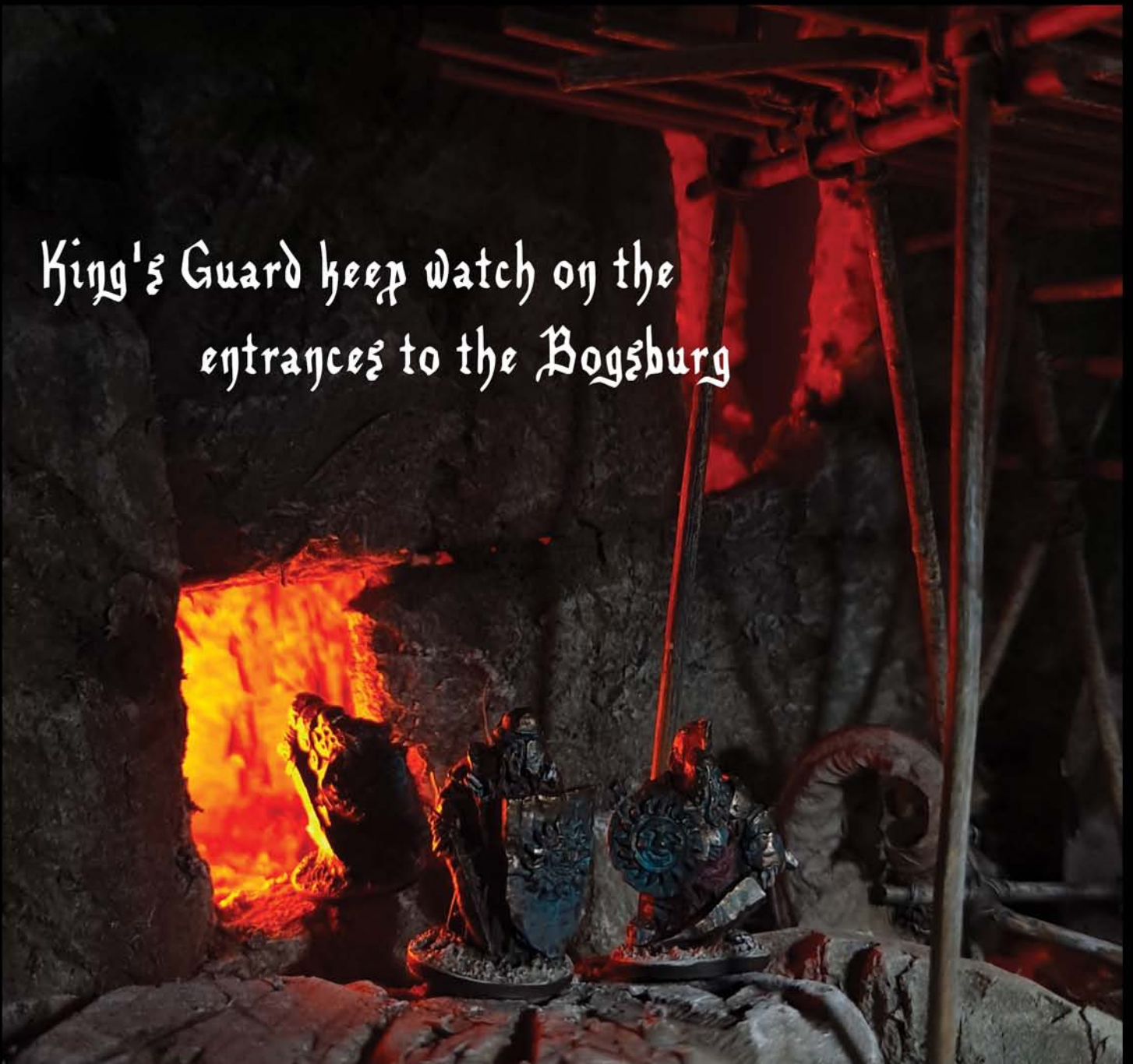






SET 06- Armoured

King's Guard keep watch on the  
entrances to the Bogzburg







SET 07- Goblin Folk



SET 23- Big Axe

Goblin folk are rambunctious and make excellent mercenaries.  
 Bogland is kind to goblins and orcs, and provides sanctuary,  
 so thier settlements tend to be peaceful.







# Goblin Encampment

The countries that surround Bogland tend to have despotic dictators as leaders, who oppress their populations. Bogland on the other hand is a much freer society, where community support makes life liveable for the wretched inhabitants. Because of this, many orcs and goblins migrate and settle in the east of the province, where they have a large encampment. They are welcomed as they make excellent workers in the mines. Fleeing from labour-slavery, the goblins are well motivated by what Bogland provides: cold hard coinage. They are a gregarious and sometimes mischievous people, but given liberty are inclined to fall into a culture of peaceful cooperation with the other residents.

## Fishbone Spineshivver

One of my followers on Instagram does awesome goblin cosplay. He suggested making some frogs to go with the goblins, which was a great idea, so I reached out and asked if I could sculpt him and add him to the Boglanders!







SET 08 -Goblin Skull Takers



SET 23- Big Axe

Orcs and goblins often take gruesome trophies.  
The Skull-taker cult wear death's heads.







SET 09- Armless Worm Infested



SET 24- Blunderbugg Basic

Worm-infested Boglanders descend gradually into  
wormlike behavior.  
They are seen as holy prophets of the worm god, Sun-Face.







SET 10- Armless Fish-People



SET 25- Mixed Gammon & Lantern

As with the frogs, the fish-people are migrating.  
The bog is receding due to over exploitation  
of the peat to fuel the bronze smelters.





# GODS of Bogland

The Gods of Bogland are reverently worshipped by most Boglanders. They make effigies of the gods in copper and bronze, some small, some larger and offer sacrifices of food and money to them. The largest can be seen at the God's Grove, a holy place. It is said to be the point where Bogwhump came to the mortal realm. The fabric of reality is thinnest there and at special times the power of the gods can be drawn through.

*"Trent from the YouTube channel Miscast came to visit me when I was sculpting the Boglanders. He was kind enough to get me involved with one of his hage community projects! He let me use these figures for anything I wanted, and I thought they looked like blasphemous statues of dark gods. I rebased the casts he gave me to match the rest of the range. I think they are fantastic! The loose sculpting style really lokks like these are made from bronze, mastered in rough wax by possesed and damned artisans."*





# Sunface

Chief of the gods of Bogland, Ruler of the sky, the bright sun, creator of the world and of life. Worshipped as the principle deity, Sunface is neither a man nor a woman, but both, as in the manner of a worm, chosen favourite animal. In the beginning, Sunface created the sky, and the stars, and the clouds and the winds. And then once these were made, Sunface started to feel unwell, and caught a cold from the chill of the damp and the blowing of the storms. And Sunface sneezed, and that globule of matter went far out of the nose of the god and began to spin around the great and glowing head.. This is the world, and being a large part watery and full of filth, it formed naturally bogs, and wetlands, and Sunface saw that this was right and proper. And as Sunface gazed upon the land, the sun beams that emanated from the celestial face began their magic. So were made the creatures, and the people in this manner. In the early times when the world was young, all types of animals sprang forth, the unicorn, the snail, the frog, the human, and many multitudes, more than can be listed. Yet most common was the worm. And as time passed, and the earth aged, it moved more distantly from Sunface, and so the power of the sun rays diminished, that now only worms are still made in this fashion. When the sunbeams strike the bog, this causes the generation of worms, which seethe in their multitudes.







SET 12 - Statues- Sunface  
and Bogwhump

So we face the  
sun as it faces us.  
Give praise on  
high. The gods  
who dwell in the  
sky look not to  
us, unless it is  
that we should be  
punished. Give  
sacrifice to the  
gods, for they  
must need money  
and meat.  
Amen



# Bogwhump

Bogwhump is the legendary demigod founder of Bogland. His father was Sunface, in the male aspect, as a worm too may be male and female, and his mother was Sklangna, a beetle that crawled on the sun's face and so became with child.

Bogwhump was often teased by the other gods of the sky for being mortal and misshapen, for they were haughty and proud, and despised Sunface and his worms and love of all that creeps in the mire. After a bout of mocking from the gods, Bogwhump decided to leave the sky and came down to the mortal world.

He was naturally drawn to the most perfect place in all lands, the Bog. It was cool and wet, and teeming with life. Some he ate, some he befriended, for in that time of old many animals had the way of speech, and minds like people.

Bogwhump was very cunning so built his dwelling on the Bogsburg, a rocky protrusion from the marsh, giving a commanding view of the lands about. Here he would brew fantastic ales and meads, and his hall was always open to any person or beast with a thirst.

One day he was honoured with a visit from Gauron, the great copper scaled Dragon. Gauron was vast, he stood with his feet in the bog, but his head reached all the way up the Bogsburg, and up into Bogwhump's hall.

Gauron began his visit by expounding with great eloquence and wisdom on many topics and subjects. Bogwhump learned many secrets of crafting and lore from the dragon's stay. Each day the dragon would drink 54 barrels of ale, and 23 barrels of mead, so that Bogwhump wondered how long the

dragon might stay, fearing that his reserves of drink would be entirely consumed. But not wishing to seem an ungracious host, Bogwhump spent his time brewing as much more as he could.

Unfortunately, as Gauron drank more he became increasingly inebriated, and as he did became more cantankerous and argumentative. One day, while Gauron was deep in his cups, a visiting rabbit named Quickspring ran his mouth as he should run his legs, very fast and loose. A huge debate began on the intricacies of tunnel making, and safe places to hide, and how to construct and defend them. Quickspring invited the dragon to visit his warren in the south of the bog, at the edge of bogland where the ground became drier and firmer. Thinking this wonderful, the dragon and the rabbit left Bogwhump's hall and journeyed to the burrows of Quickspring, for he was a chief of the rabbits there.

The warren was indeed a huge and intricate dwelling and stronghold for the rabbit clan, but its entrance was so small Gauron was unable to fit more than the very tip of his snout down a rabbit hole. Being very drunken, and not thinking wisely, he flexed his great claws and ripped the entire ground open, exposing the warren to his gaze.

Astonished at this, the rabbits rebuked the dragon. Unfortunately for them, the dragon loved the sweet meat of rabbits, but must consume them in the hundreds to satiate his hunger.

Many rabbits died that day, as a greed and hunger came upon the drunken dragon. Quickspring was overcome with grief, and let vent his righteous anger in verbal form at the dragon Gauron. "You have undone my fortifications and consumed a full half of my clan! I swear this day I shall have my revenge and vow to slay you!"







Gauron laughed, but being so nimble, and adept with his rapier, the rabbit lived his name, and sprang forward quickly. His riposte smote Gauron upon the breast, dislodging a copper scale. The duel raged for a day, with Gauron being too slow to mete any damage to the rabbit, and Quickspring so small that he was unable to defeat the dragon with his tiny rapier.

Yet still, Gauron was cut a thousand times, and so on the second day, withdrew. His head was aching from the hang-over for he had drunk too much, and his body was bleeding his green ichor. The dragon decided that he should teach the rabbits a lesson in tunnel construction, and so set about boring a deep and branching hole into the ground nearby.

Word of the battle had by this time reached Bogwhump and of the massacre of the rabbit folk. Being considered a peace maker, Bogwhump set off to the deep hole bored by the dragon, pulling a cart laden with ale and mead as a way that he might perhaps placate Gauron.

When he arrived though, Gauron was extremely rude, cutting Bogwhump with hurting and unfair words. Yet still Bogwhump left the drink with the dragon, who took it into his hole and there lay brooding and sipping.

Rebuked most unkindly, Bogwhump then went to pay respects to his rabbit friends, and they were most glad to see Bogwhump, and praised him and beseeched him for help in honouring Quickspring's vow. And moved by this, Bogwhump decided to at least try to bring peace and if this was not possible to help Quickspring in his vow.

Being so cunning, and understanding some of the mind of Gauron, Bogwhump advised caution, and proposed a peace meeting with the dragon. It so happened at this time that the sun glinted off the fallen scale of Gauron, and gave Bogwhump a most cunning idea.

As is known by the wise, the blood of a dragon when it dries, is the essence of their spirit, that so much copper was splattered about the battle field. Bogwhump and Quickspring gathered this up, and fashioned armour for Bogwhump. He found the dislodged scale and cunningly wrought it into a war-pick, for while Bogwhump sought peace, he knew of the pride of the dragon, and his ferocity, and the great danger, and so would be prepared.

On the next morning, bright and early, when rabbits should be courting, Bogwhump and Quickspring approached the lair of the dragon.

Bogwhump went forward, dressed in dulled copper, for he thought it best to approach first and seek peace with the dragon.

Unfortunately, as we all know, a Dragon's smell is extremely powerful, and so out of the hole poked the fearsome Gauron's head. He spied the rabbit, shouting "Rabbit, I smell you, for the reek of your sweet meat and the taste of your kind and the ale I have quaffed all fires me to great appetite!" then he used such curses and foul language that the very air shivered and grew hot.

It was clear that Gauron would not be assuaged or put off his desire to eat all the rabbits, and darted his head to swallow Quickspring whole. The barrage of insults had left Quickspring dazed, and had stunned him, and seemingly rooted him to the spot where he stood.



**As the head of the dragon emerged, Bogwhump had cunningly concealed himself behind a rock, and being covered in copper and the reek of the Bogland, was undetected by the dragon's keen nose. So out he leapt, and smote the dragon in the neck with the pick fashioned of dragon scale. It rang a pure note as it smote the copper hide, and Bogwhump set to his task of puncturing holes about the dragon. This was Gauron's final day, and he oozed blood and ichor, so that he was exsanguinated and dead!**

**Back into the deep tunnel his body slid, and much rejoicing was heard from the rabbit folk. To this day, Deep Hole is rich in the hardened blood of the dragon, for that is the principle copper mine of the Boglanders.**

**And moreover, the rabbits then thrived in that place, and the sister of Quickspring, the beautiful doe Swiftleap, insisted that Bogwhump be her bridegroom. Bogwhump was enamoured by her, and took her as his first wife, and they bore many children, as is the way of the rabbit folk.**





**Of what value is industry,  
if we are left in a dead land?  
Profits can not buy back life!**







SET 11 - Statues - Misecast and  
Jenny of the Bog

**Mother, for what reason  
do we eat meat this day?**

**To remember your father.**

**Has papa gone away?**

**Yes son, your father went  
into the bog to be judged  
by Jenny. Now eat your  
stew.**

**Ooh mother, this stew is  
delicious! My favourite  
part are the fingers!  
Yummy!**





# Miscast

Miscast is the god of Spells gone wrong, and plans gone awry. He loves things to remain as they are, and to rot and to decay, and so plans for change to be undone. He craves that all become his followers, and to like him, and to subscribe to him, for he listens to their comments. In exchange, he will grant visions to those who leave things as they are or corrupt them.

He is praised by clicking, for he cherishes clicks, and wants all to see his visions. When a project meets with difficulty, then the Boglanders will use their fingers (if they still have any!) to click, or to make clicking noises with sticks or other devices, and comment out loud, or best in skritten words, which writings for him have more power.

His help is not often beneficial in the correcting of wrongs and failures, but more in the thwarting of rivals. Boglanders will ask for his blessing on projects at their beginning and will make comments, and click much, and tell their friends about the task they wish to complete, or the spell they want to evoke. As well, Boglanders that wish their rivals to fail will offer clicks and voice their great like for Miscast and hope he undoes the plans of their enemies.

For this reason it is considered a great rudeness to click in the face of a Boglander, or to say out loud negative comments. Base and low magic is much practised in Bogland, and the number of bog dwellers is scant that know no spells at all. There are many sourerous enclaves and covens abound in Bogland, and so odd clicking sounds can be heard at odd times and in all places within Bogland, as the worshippers of Miscast seek visions to guide them.

# Jenny of the Bog

Jenny of the Bog is the god of renewal and of plants, and of building, and protector of children, and the god of the dead to whom she grants a second life. The bogs of Bogland are revered by the inhabitants as sacred places. The bog is the source of food, of water, of the valuable peat that is burned and also the place where the dead are buried. Jenny of the Bog judges the dead who are interred within the bog. If she decides they still have work left to do, then she will send their souls back to the land of the living.

When a Boglander reaches their first death, they are treated as a seed from which something might grow. They are reverently planted in a part of the dwindling bog and then left for judging. Jenny of the Bog lives in all plants, and loves them especially, for they will rise from their death many times. Yet still she wishes the dead to complete their tasks, and to go neatly into the realm of the dead after all their jobs and errands are complete. But mortal bodies are weak, so she commands that her plants and vines be woven into the fabric of the second life, as the corpses arise and are sent back to complete their gaes.

A body that is placed in the mire may be granted a second life and sent back, and becomes a new person, yet keeps some of the memories of their first life. Scattered are their wits mostly, but the Children of Jenny will often return to their places of habitation, or to their work. This is seen as a great blessing by the Boglanders, who employ the resurrected zombies as labour. They are treated as witless and slow children, and cherished as such, yet they possess the strength of the plants that literally intertwine through their reanimated body, and are mighty. Through these vines, the will of Jenny of the Bog is made manifest, and the Boglander able to toil again to help their clan, family or nation. The fate of the Children of Jenny is to moulder, and stench, and rot. When the flesh has fully rotted away, the vines will sometimes root and these plants are revered by the Boglanders. Many an abode is covered in deadling vine, which are nurtured and trained to strengthen the habitation and protect it. It is an act of worship to water and tend deadling vines, and great misfortune will befall those who harm it by intention or neglect.





SET 13- Armless Bugs



SET 26- Blunderbugz-Cloth

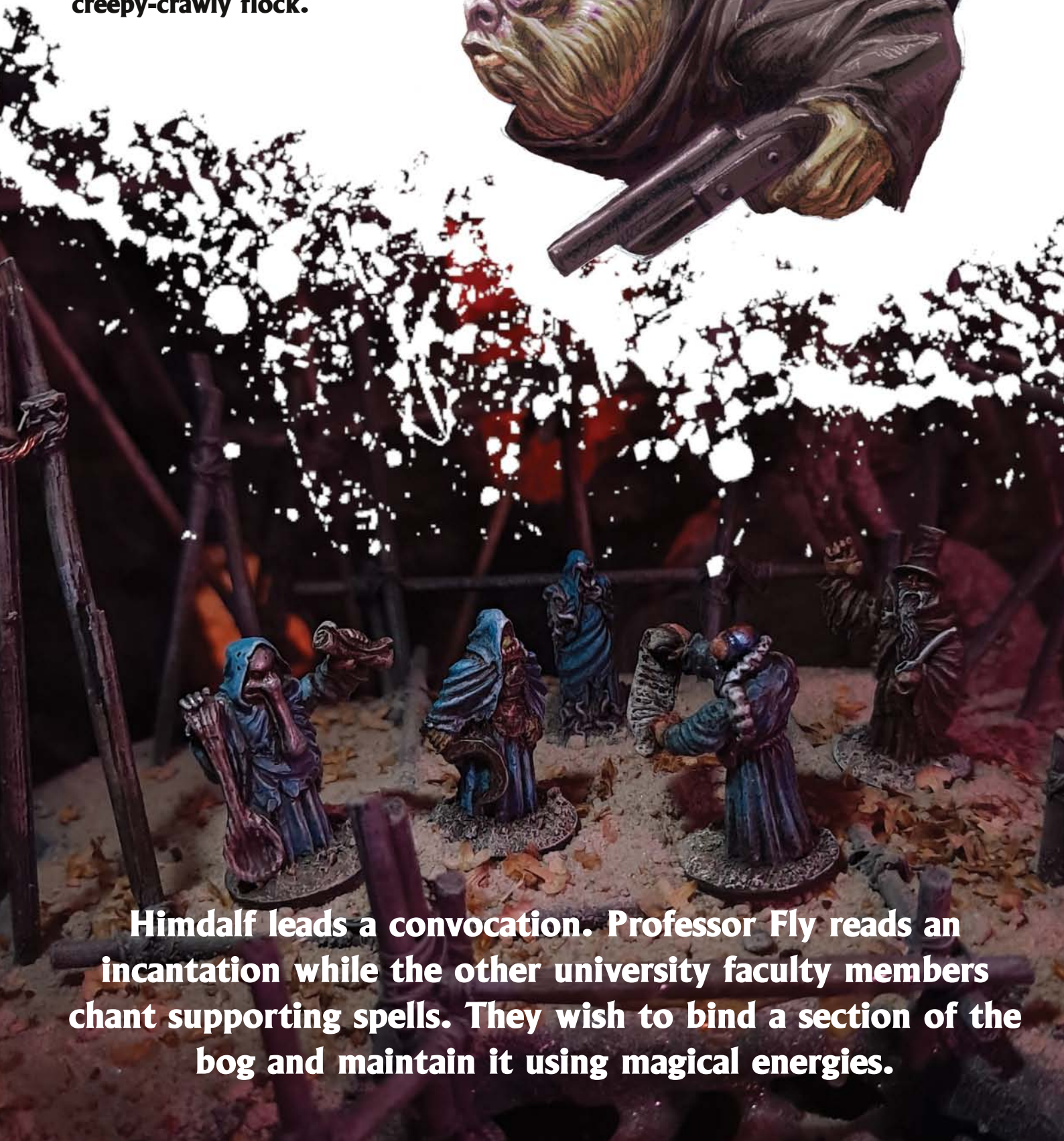
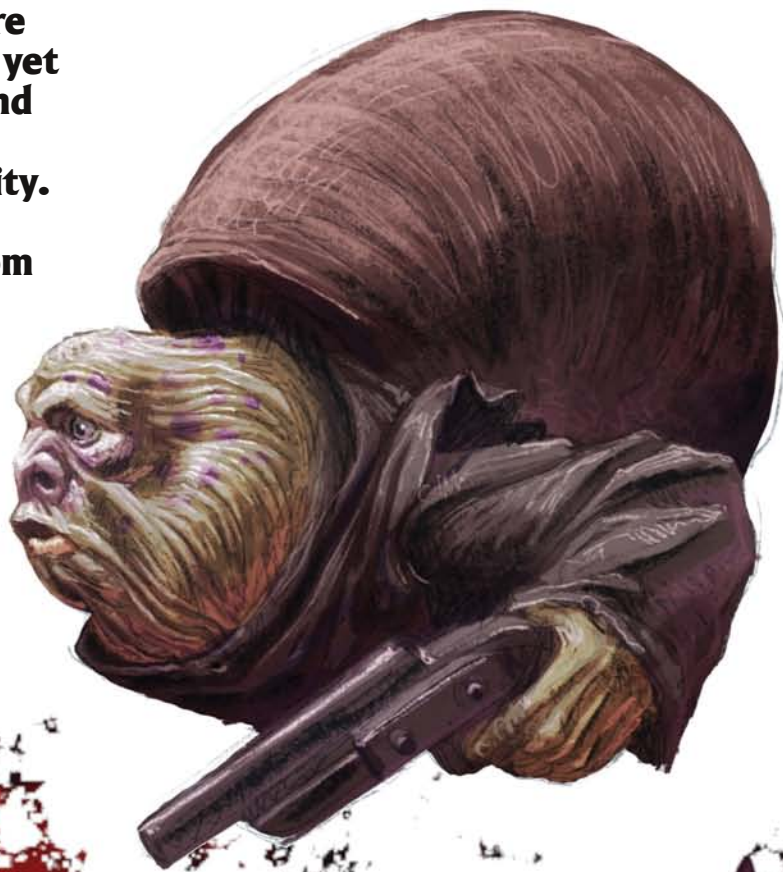
Insects are farmed as a food source in Bogland.  
Giant insect rustling is a real problem,  
so armed "bug-pokes" guard the herds.





**The bug people of Bogland as are well treated as other were-folk, yet seem to have obsessive habits and odd quirks that render them unsuitable for life at the university.**

**Still they are eligible for aid from the Queen's fund for all animal hybrids. Their affinity with the insects of the bog make them great farmers, shepherds of a creepy-crawly flock.**



**Himdalf leads a convocation. Professor Fly reads an incantation while the other university faculty members chant supporting spells. They wish to bind a section of the bog and maintain it using magical energies.**





SET 14- Queens Bannermen

Queen Vulpia is a patron of the arts and military strategist.  
Her Bannermen and Musicians form a rallying point  
during battles.







SET 15- Onion Knight

The Onion Knight is accompanied by his bizzare  
retinue of Boschian monstrosities.





# Visions of Hell

The right panel from "The Garden of Earthly Delights" by Heironomous Bosche is one of my favourite images.

It has been a big inspiration for making the Boglanders, and you can see many of the faces and characters ported straight across.

The Pulmentumancer is one of the strange spoon faced monks. The odd bird-thing wearing an oversized helmet from the bottom corner is in Set15 on the previous age. The strange demons with pincers and cutlery, the downtrodden, grim and oppressed. Ive imported several animal faces and other themes from the painting too. A couple of odd instruments. In general I tried capture the look and feel of the image.

It is an amazing painting, filled with unprecedented detail. At the time it was made, the seperation of "goblin" from "demon" is still unpronounced, and the two are quite synonamous. I think the Boglanders could be just out of the frame in the painting, or perhaps hidden behind the strange ears, or in the throng of warriors marching to the burning city.







## The University and Skeleton Rise

Of the few books that lie mouldering on the shelves of Bogland University, one really holds great power. It is not "A history of the Boglands and catalogueue of thy're inhabitants" nor "Maithe'matical Treatyze" but a spell book named "The raising of skelebobs and bone golems and of their management in the households". It's power is a thing that ebbs and wanes, then grows strong. When it is in it's power phase, strange bone creatures rise from the swamps at Bogland's northern most border. Usually they act out mechanical domestic processes. They can be seen mimicking the threshing of corn, or the washing of linens, or of sweeping the hearth. Yet even the most powerful of the Bogland faculty are not able to make sense of the book, for it is written in a strange and obscure language not spoken in Bogland.





SET 16- Wicker Wearers

Boglanders with tuberos protuberances don the wicker,  
which signifies thier break from society and  
adoption of a warrior poet existence.





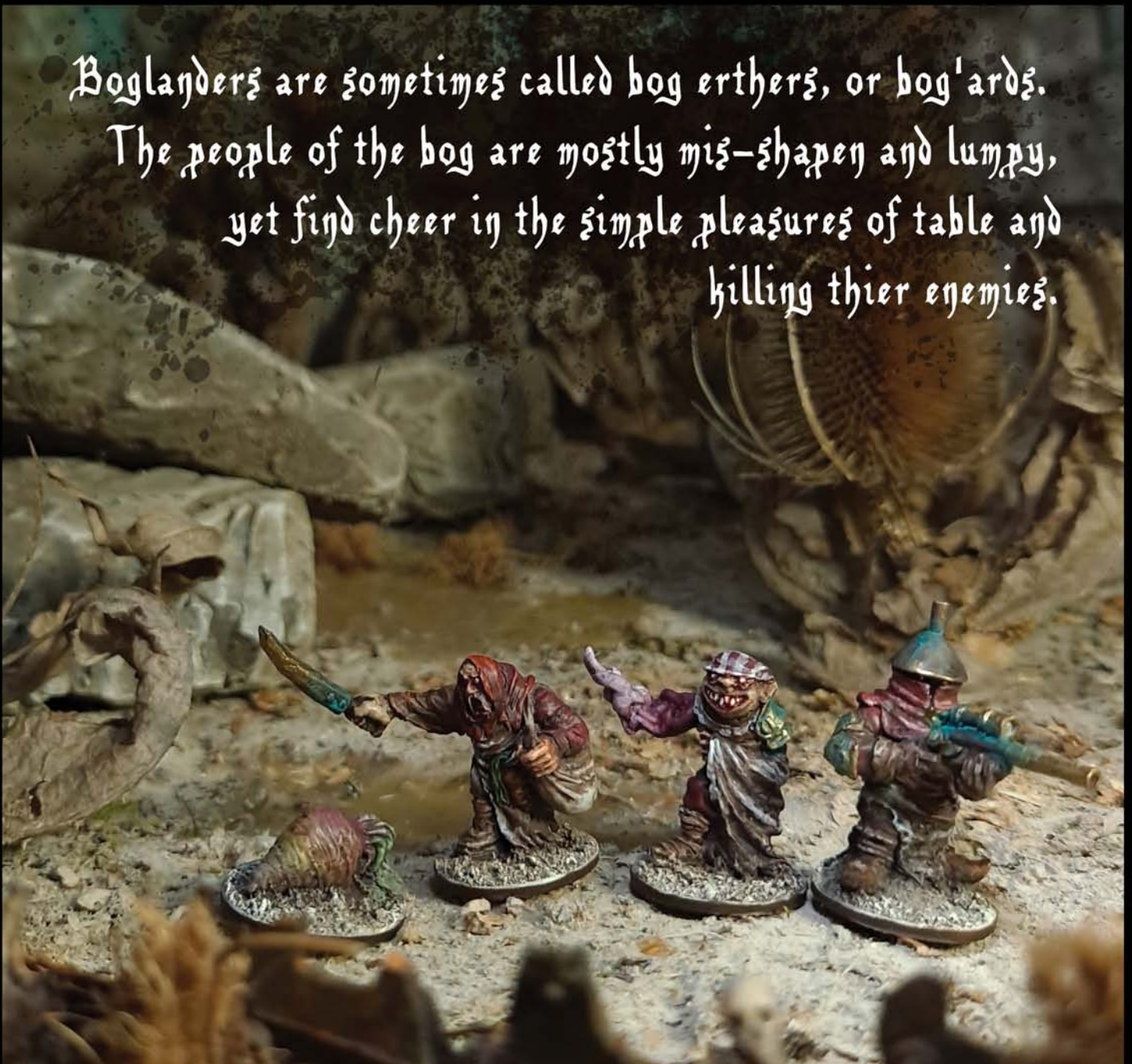


SET 17- Armless Bog'ards



SET 27- Mixed Black Powder

Boglanders are sometimes called bog erthers, or bog'ards.  
 The people of the bog are mostly mis-shapen and lumpy,  
 yet find cheer in the simple pleasures of table and  
 killing thier enemies.





# ARMS

**Over the next few pages are images of all the arm sets. They are designed to fit with any of the armless Boglanders. The King has extra arm sockets on his back, so the King's arm stew comes with greebly extra arms. Sets 25 and 27 also contain extra arms as they are intended to be mixed sets.**

**The arms are made of the superior quality polyurethane resin, and mounted on detailed sprues. I've used the sprues as terrain features which you can see in many of the photos.**











SET 22- Polearm Pitchfork



SET 23- Big Axe



SET 24- Blunderbuss Basics



SET 25- Gammon Lantern









SET 30- Skulls



SET 31- Worms



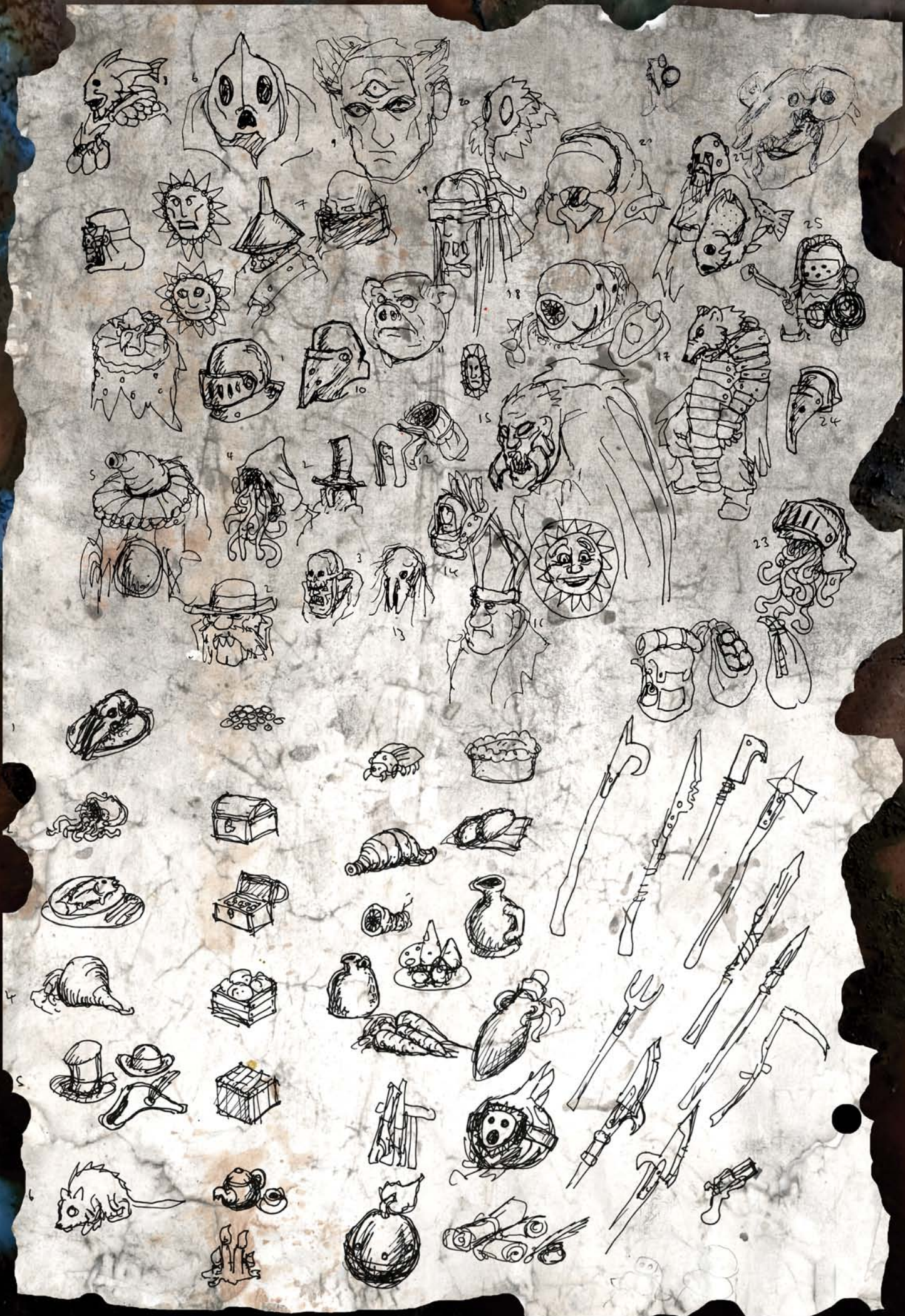
SET 32- Long Range Musket



SET 33- Light Arm Musket

**EXPUNGED!**  
 Duplicated set









SET 34- Mixed Gunnes



SET 35- Flintlogue Pistols

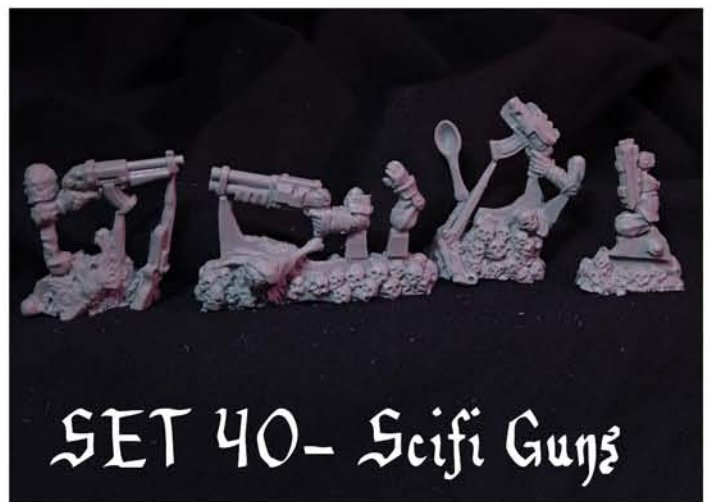


SET 36- Bows



SET 37- Armoured Musket







# TOKENS







SET 42- Bogland Tokens



SET 43- Food Tokens



SET 44- Froggies





SET 45- Treasure Chests



SET 46- Bronze Smelter



SET 47- Creepy Crawlies





# LEGAL DISCLAIMER

The images over the next few pages show the wargaming forces I have made with my Boglanders. I genuinely play all these games and am looking forward to the great fun I will be having in the future with my friends and all these warbands, armies and units.

Of course the Boglanders are in no way affiliated with any of the games shown here. Mentions of Forbidden Psalm, Warhammer, Mordheim, Turnip 28, Realm of Chaos and Lord of the Rings are all trademarks owned by thier repective holders. I am not infringing on thier intellectual property rights to say that I like to use my fun and unique models to play thier awesome games.

I encourage everyone to play more wargames. Its a great hobby, from making the models to having fun with your buddies. The idea is to show the versatility of the Boglanders range and encourage players to be creative and quirky in thier model gaming hobby.

All images of models by other companies are noted on the page, and are used without permission.



An army for Turnip 28,  
with three Snobs.



The King as the Toff with six brutes



Some Fodder lead by the Commodore



The Queen and her bodyguard of brutes





Forbidden Psalm is a really well written game,  
plus you only need five figures to play.  
I had great fun making this warband.







# Mini Gangs

**Mini Gangs is a fast and easy tabletop strategy game. Two or more players use gangs of four models on a tabletop to fight battles.**

**The game is designed to teach beginners how to play table top strategy games. It is great for children or adults who have never played model based games before. It teaches all the core concepts that are used in most war games.**

**The game can also be expanded with cards that represent equipment, weapons and skills for your gang. This adds a layer of depth to the basic game which makes it great for quick games. Whilst being simple, Mini Gangs makes for deep and rewarding play.**





# Cult of the Possessed for Mordheim



I matched the Boglanders to my  
Realm of Chaos Warband.  
The odd "grimbright" colours represent  
thier affiliation with magic and chaos.

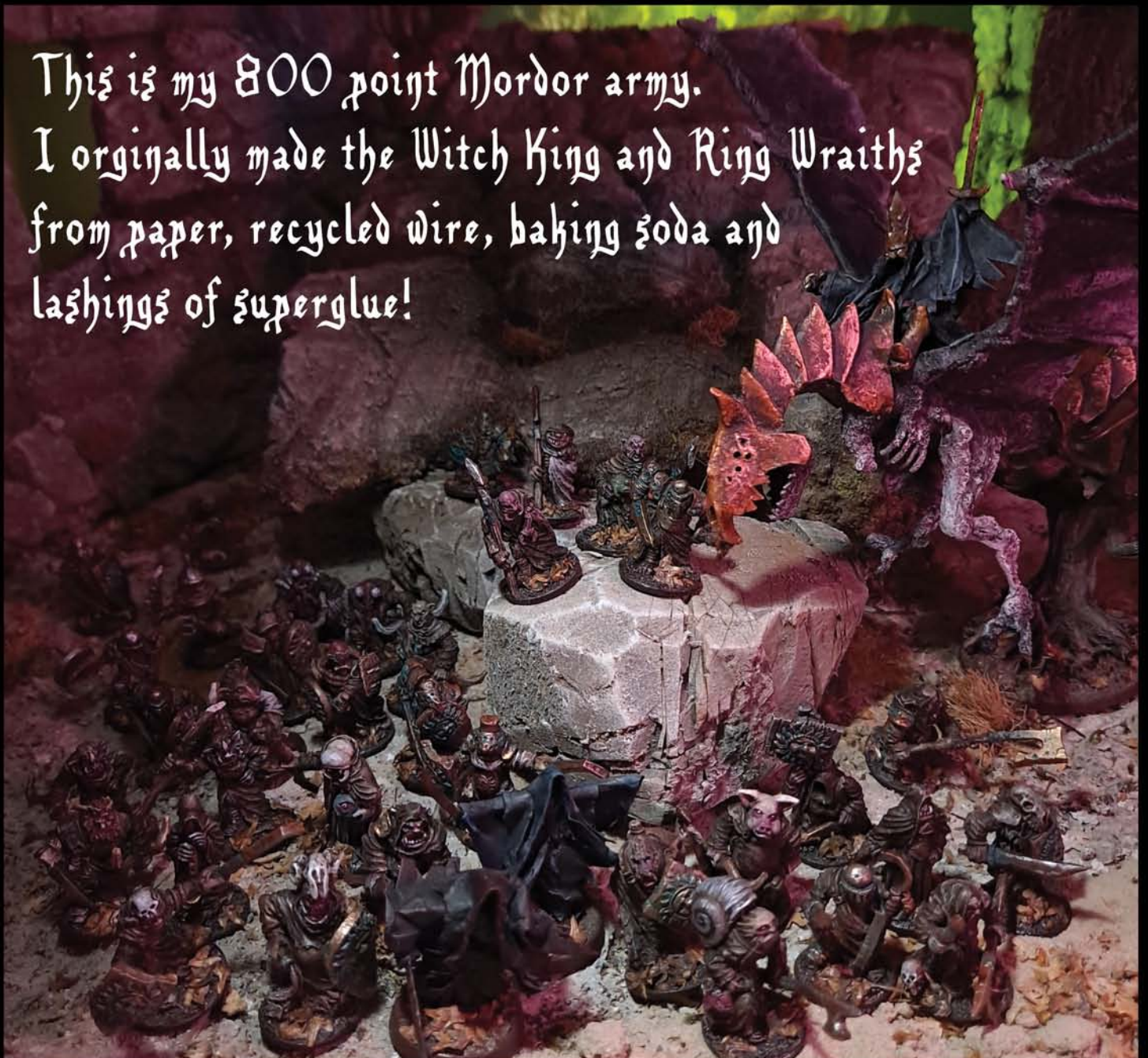
This warband is made with other manufacturer's parts  
including Games Workshop and Frostgrave and used here  
without permission.







This is my 800 point Mordor army.  
I originally made the Witch King and Ring Wraiths  
from paper, recycled wire, baking soda and  
lashings of superglue!







Nuclear Renaissance is a post apocalyptic skirmish game. It has a very detailed gang generation system, so you can field any model you like!





File the Boglander's base flat.  
Check for any other imperfections.  
The models had one mould  
line which runs up thier backs.



Wash the models to remove  
mould release, grease and dust.  
Dirty Boglanders!



The bodies are made from  
polyester resin, which retards  
the super glue setting.  
Use a small amount of putty to  
hold the arm while the glue sets.  
I use plasticine.



A completed Boglander,  
ready to be painted!





# Move The Pie

**A game-agnostic multi-use scenario or encounter featuring Boglanders and thier unusual cultural ritual.**





# Playing Move the Pie

The two principal settlements of Bogland, Bogsburg and Netherhole, compete each year in a game known as Move the Pie.

The game is simple, but the stakes are high. On the Autumn Equinox, a pie is placed on the Pie Spot, a designated point equidistant from both towns. The exact spot is known to move, due to politicking, environmental constraints and of course cheating.

Each of the two towns fields a team of variable size, depending on how many players show up on the day. Usually it is from five to twenty. Each team is lead by a captain, who is known as The Pie Scape. At the start of the game the players are arrayed five body lengths from where the pie is set down and the game begins. The aim is for one team to move the pie to their town centre.

## The Pie Scape.

A Pie Scape is chosen by open vote every year. The pole is taken after the annual game of Move the Pie. Each Boglander above the age of seven and ten summers is eligible to be elected. During the year the Pie Scape is treated with great honour. They are fed the most succulent foodstuffs, and housed in the special dwellings called Scape Sheds. Their blessings are seen as most effective, and their advice sought by many. They sit upon the high council of each town. They are also the captain of their respective Move the Pie team. Once they have served their year, they may not be selected again during their life.

# The Pie Spot

Much debate and political manoeuvring is spent during the year to decide on exactly where The Pie Spot will be for next year's game. It is most often located in the Stumbles, a tufted and hussocked place of actual bog land, amongst the last areas of natural bog left in Bogland. Sometimes it starts in the nearby hamlet of Fourhouses, or the fields thereabout. One time it was declared as being in the centre of the Quagmire, a brackish and dismal lake, but the pie got wet and went soggy. Many involved were put into Deep Shaft. The rules are as follows.

## RULES

Each team brings forth their nominated Pie Scape, who serves as captain for the team. The pie is placed on the pre-agreed Pie Spot.

1. A player who holds the pie is known as the Pie Holder
2. The Pie Holder and the Pie Requester are inviolable and may not be harmed or touched in any way.
3. No Player may hold or conceal a weapon of any kind.
5. If a player is within arms reach of the Pie Holder they may formally request the pie, known as a Pie Challenge. The challenger is called the Pie Requester. There then ensues a back and forth of wits, persuasion and coercion each attempting to convince the other that their claim on the pie is more worthy. The clear winner usually becomes evident but if not then the best wit and argument is judged by the umpire, viewers and spectators. If the Pie Holder wins, they may retain the pie. If the Pie Requester wins then they must gently take possession of the Pie, and become the Pie Holder
6. Each player may not become the Pie Holder again until all other players on their team have been the Pie Holder.
7. If a player should damage the pie, or cause it to be damaged, then they are forfeit, and put in Deep Shaft.



A miniature scene of a game table. In the foreground, there is a large, irregular pile of white powder or paint. Behind it, several painted miniatures are visible. One is a green-skinned goblin-like creature on the left. In the center, there is a large, brown, spiral-shaped object, possibly a shell or a piece of armor. To the right, there is a more complex, multi-colored miniature that looks like a creature or a piece of machinery. The background is a dark, textured surface, possibly a miniature landscape or a game board.

# Don't drop the pie!

## Dropping the Pie

**If the Pie Holder should drop the pie, or any kind of cheating damages the pie, the game is instantly halted and the umpires and spectators will mob the player who's fault it was and drag the offender off to execute them, usually by throwing them into Deep Shaft. A replacement pie is then produced, and the game proceeds, but it is seen as a bad omen.**



Games of Move the Pie usually erupt into violence. While the Pie Holder or Pie Requester may not be attacked or harmed in any way by other players, everyone else are fair targets and so the winner is often simply the last player left standing. The rule of a player not being able to become Pie Holder until each player on his team has held it is often interpreted as "until each surviving player", but there have been games won by a player dragging an unconscious Pie Holder miles across rough terrain!

## **Playing Move the Pie with models**

This scenario is designed to be used with your favourite table top game or as an event in a roleplay session. You can add a game of Move the Pie into a campaign or play it as a one off. Please use all rules from your chosen game. The game can be fun with an umpire and crowd of spectators too.

## **Teams**

A team is usually between four and twenty players. This varies due to local variables, but in game its ideal for a skirmish warband or player character party. Players should agree on teams that are roughly the same power level, points cost or as part of a suitable campaign. Animals are not allowed to play, so no doggos or horses!

## **Choosing a Pie Scape**

One character per team must be chosen as the pie scape. The penalty for losing is extreme, so choose wisely, or perhaps add an NPC as Pie Scape.

## **Combat**

Players may attack each other as with the rules of the game system being used. The only exception is that the Pie Holder and Pie Requester may never be attacked, and may not attack in case they drop the pie.

## **Board Setup**

If you are playing on a board, then an area roughly two to four feet square is fine. Most models in games walk about four inches per turn, so a winning team should be able to clear the board in four or so turns. Larger boards mean a longer game, smaller boards are quicker. Its obviously impractical to play out the full five mile run if you are gaming on a board, so the winner is decided by the first Pie Holder to move off the board edge.

Role playing games without table set-ups can give more scope for the trek, but this should be decided by the game master.

For terrain, the board should be laid with some rough areas of terrain, some watery bogland, pools and streams. Trees and houses can be added too for more flavour. These should be treated as applicable in the game system.

Place the pie in the centre of the board. Both teams can then be set up by the players, with no model closer than 4 inches 10 centimeters to the pie.

## **NO RUNNING WITH THE PIE!**

Characters holding the pie may only be moved as a walk action, they may not run. Dropping the pie is incredibly bad and a model that drops it should immediately be removed from the board.

## **NO WEAPONS!**

Characters are not allowed to use their weapons, nor spells, nor magic items. Some of these can be hard to detect, but cheating is again punished by pausing the game while the offender is dragged off to Deep Shaft. The game umpire can be called upon, and they have a 50% chance of spotting the cheating. Models caught cheating are removed from the board. Armour is allowed, as are weapon-like appendages such as claws.



# The Pie Challenge

**One model per turn that is within arms length of the Pie Holder may issue a Pie Challenge. In game this should be models in base contact with the Pie Holder. Then the Pie Holder and the Pie Requesters should make opposed rolls. The type of roll will change from game to game, but its basically persuasion, leadership, charisma, trickery or other suitable profile statistic test. The winner takes possession of the pie, and is the Pie Holder. The Pie Scape is given a bonus for this roll, which is plus one on a D6 roll, or 10% in percentage tests.**

## Ending the game

**The game ends when either the a Pie Holder moves off the board, or the Pie Holder's team is the only one with players remaining.**

**Once the game is decided, the pie is eaten by the winners in celebration and ceremony. The Pie Scape for the losing team is ritually slaughtered, butchered, and preserved, ready to become the contents of next year's Pie.**

**But fret not, multitudinous pies are brought forth so that all Boglanders, both winners and losers, low and high, might eat well for at least one day of the year.**







**Finally, thanks for reading! In the above image I used the waste casting sprues from one full set of arms to make some hedges. Its about two meters of terrain pieces! I detail up the sprues so that they dont go in the bin and to landfill.**

**If you have any comments or questions about the Boglanders please contact me through the web site at [Ramshacklegames.co.uk](http://Ramshacklegames.co.uk) or I'm on Instagram, Facebook, Tiktok and Mastadon. I have a Patreon too!  
The Boglanders will be launched on Kickstarer soon.**

**Cheers, Curtis**



