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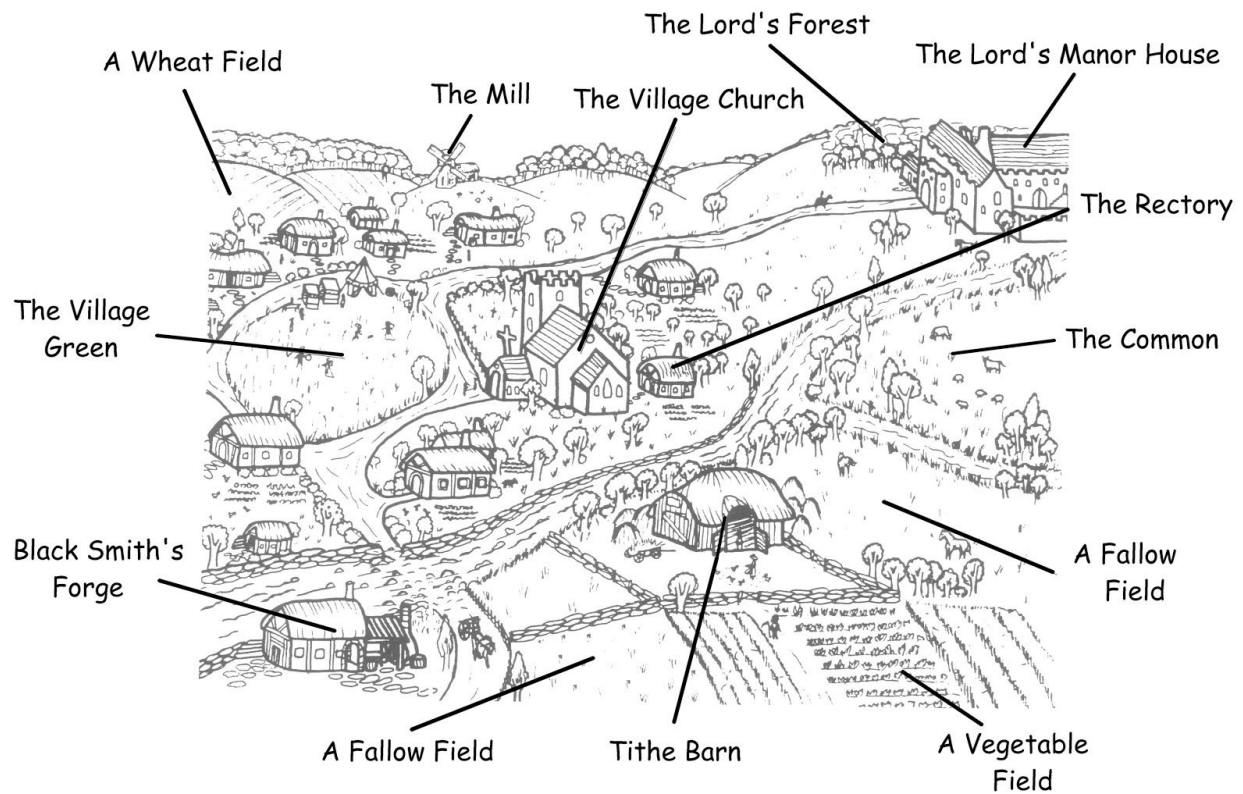
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Labeled map of Bitterweed Barrow Village

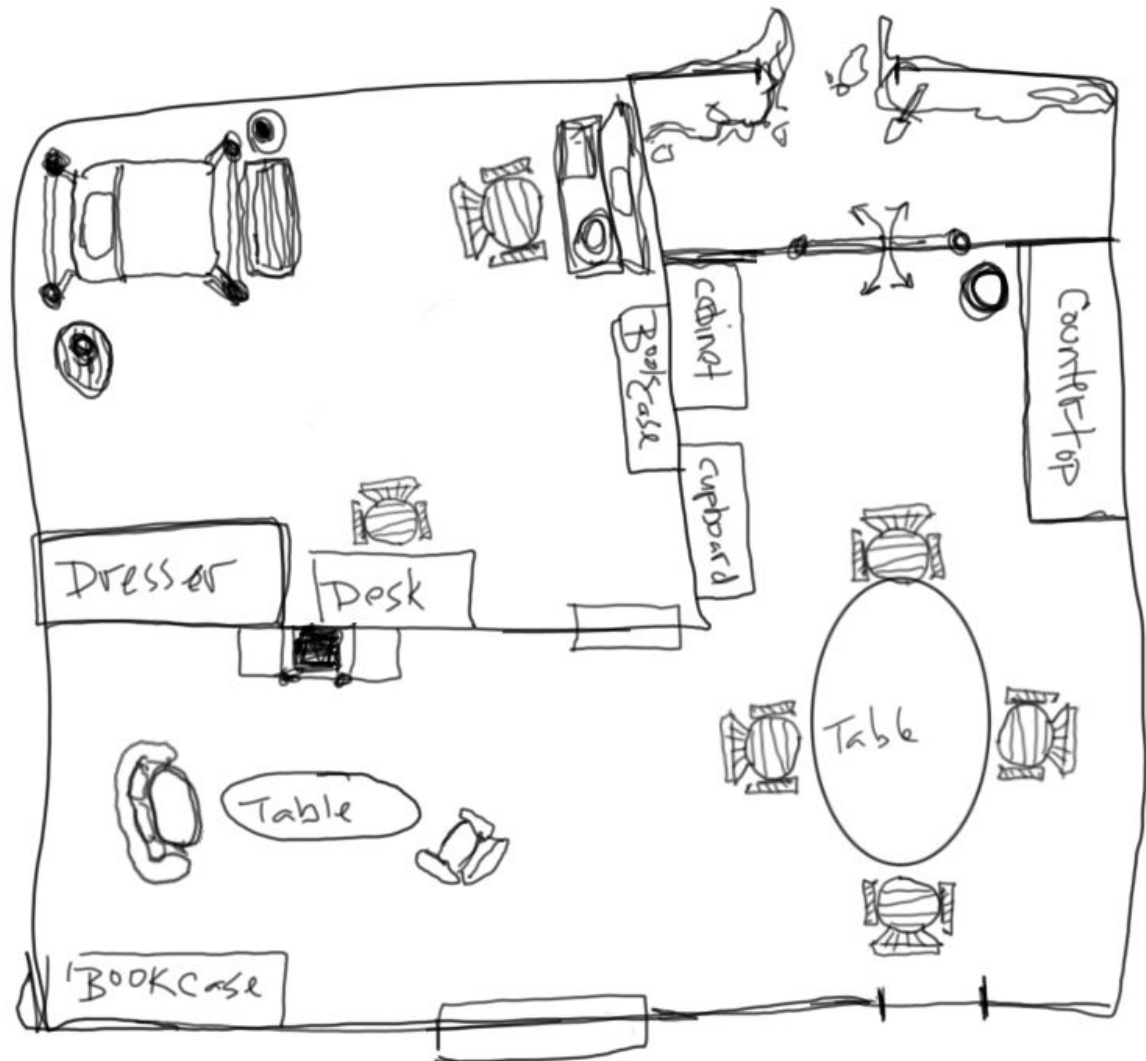


[Link to unlabeled map.](#)

(Map found on Google search for medieval villages.)

Places of interest

→ Nebin Pendlebrook's Place



→ Bloody Bullfrog Tavern (pg. 7)

→ Blacksmith

- ◆ Otto the blacksmith doesn't give a damn about recent events. He runs a business. Prices are non-negotiable
- ◆ Otto has 2 suits of leather armor 20 GP each in storage somewhere (he'll be reluctant to admit so and dig them out), an old iron warhelm kept on the wall mostly for the look (he'll be reluctant to sell this, asking 25 GP), a long sword 7 GP, a short sword 5 GP, a cudgel 2GP, a

mace 5 GP, and several silver or steel knives 1 GP each, Mostly he just has nails and horseshoes and items such as that, useful for village life.

→ General Store

- ◆ Myrtle the shopkeep has an adventuring kit that Nebin had reserved but never bought, neatly packed together, 20 GP... may be be talked down considerably b/c players are looking for Nebin and the constable has gone missing (she feels a little guilty about not providing him with some help, village life has made her soft). She may offer the pack in exchange for a significant percentage of any treasure acquired on the adventure. The subject makes her stump tingle, which always means there's gold to be had.
 - Backpack
 - 10' foot pole, telescoping (3' contracted)
 - Lantern
 - 3 Torches
 - Flask of oil
 - 50' rope
 - Grappling hook
 - Prybar
 - 5 days rations
 - Small shovel/pick/hammer instrument
 - Small saw
 - Quill, ink, parchment, and charcoal for rubbings
 - Several pieces of chalk
 - Small pouch of luminescent (glow in the dark) sand
 - Waterskin
 - Wineskin
 - Sack
 - Whetstone
 - Flint and tinder
 - Blanket
 - Bedroll
 - Belt pouch
 - 10 iron pitons with eyeholes
 - 5 foot telescoping pole with polished silver mirror (1' contracted)
 - Tin plate, cup, fork, knife, and spoon
 - 3 candles
 - Oil treated, water resistant leather, 3'x'3
- ◆ Also, roll for what else she may have in stock, generally she will not have adventurer's items but rather useful-for-village-life items

→ Many Faiths Church

- ◆ Idols of various Gods and Goddesses line the walls in small alcoves/shrines. The interior is circular. No one deity is given precedence. There is no cleric here.

Politics of Bitterweed Barrow Village

Bitterweed Barrow is an anarcho syndicalist commune. Villagers take it in turns to act as a sort of executive officer for the week. But all the decisions of that officer have to be ratified at a special bi-weekly meeting — by a simple majority in the case of purely internal affairs, but by a two-thirds majority in the case of more far reaching issues.

The Manor House is occupied in turns by acting officers and acts as a location for various group events warranting the use of the space.

Personalities of note

→ Nebin Pendlebrook (pgs. 7 & 25)

- ◆ Liked by all
- ◆ Top hat & glasses
- ◆ Paunchy
- ◆ Recently acquired new hat, wears it everywhere
- ◆ Recently inspired to travel, went on and on about it
- ◆ Missing for 6 days so far

→ Solomon Gruth III (pg. 6) — Bloody Toad Tavern

- ◆ 50-ish
- ◆ Lean, tall, and lank... over 6"
- ◆ Bald except for tufts of gray hair by the ears
- ◆ 3rd in the line of owners of Bloody Bullfrog Tavern
- ◆ Wears an apron
- ◆ Likes to dance

→ September Gruth (pg. 7) — Bloody Toad Tavern

- ◆ 22
- ◆ Cooks, cleans, serves
- ◆ Lean, flowing brown hair, easy on eyes
- ◆ Plays the fiddle after work is done

→ Sarah Gruth

- ◆ In the back, cookin' up the grub

→ Constable Kelvran Stockton (pg. 7)

- ◆ 30ish
- ◆ Unruly brown hair
- ◆ Walks with a limp from war wound
- ◆ Went looking for Nebin
- ◆ Missing for 3 days

→ Edna Stirge, Acting Officer

- ◆ Acting executive officer of the village for the week
- ◆ 70 years old
- ◆ Seamstress
- ◆ Stern, to the point
- ◆ Wears a blue dress with white stitching
- ◆ Gray hair tied back in a loose ponytail

→ Myrtle Oddgrove — General Store

- ◆ Early 60's
- ◆ Missing her right hand, half of her right forearm
- ◆ Missing right eye
- ◆ Two scars along right side of face, one down her mouth and over throat — talks in a hoarse whisper from injury
- ◆ Hunched over
- ◆ Wispy, wild gray hair
- ◆ Used to be an adventurer, thief lvl 3
- ◆ Drinks a lot
- ◆ Has a grudge against Otto, who screwed her over on a deal years ago (roll Luck DC 18 to see if characters know this), if the players get her to talk about Otto, they can roll DC 18 INT to see the anger she's holding back when she speaks of him, which she will do professionally and politely

→ Otto Bundewald - Blacksmith

- ◆ Bald, muscular man in his 40s
- ◆ Gruff demeanor, doesn't talk much, usually just grunts or gestures to convey meaning
- ◆ Doesn't haggle
- ◆ Drinks himself to sleep and sleeps like a rock (roll Luck DC 10 to see if players know this) and also holds a grudge and is prone to seek revenge (roll Luck DC 5 for this as well)... He'll strongly suspect the characters if something is stolen... and may even come after them while they investigate Nebin's place

- Varooth Moss (pg. 34)
- Moldark Zelroth (pg. 29)

Events

Town Meeting

Edna Stirge had the town bell rung deep into the afternoon this day for a meeting at the Bloody Bullfrog Tavern. She says that Nebin's been gone for six days and the Constable for three, and she fears the worst. Something has to be done.

Lots are to be drawn for all able-bodied folk so that a search party can be formed.

Rumors

On pages 7 & 8.

Map

Page 10.

Critters and Things (statblocks)

Otto Bundewald

1

Init +1; Atk warhammer +3 melee (1d8+3); AC 12; HP 5, MV 30'; Act 1d20; SV F+2, R+1, W+1; AL N

Toad-Spiders

Page 12.

2 and then another 2 party tarries

Init +2; Atk bite +2 melee (1d4 + acid [DC 6 Fort Save or +1d3]); AC 12; HP 12, MV 30'; Act 1d20; SV F+2, R+2, W+0; AL N

Skeletal Hounds

Page 17.

3

Init +2; Atk bite -1 melee (1d4); AC 12; HP 4, MV 25'; Act 2d20; SP x2 attacks, undead, ½ dam from slash/pierce; SV F-1, R+2, W+0; AL C

Sentient Pudding

Page 21.

1

Init (surprise, then last); Atk acidic creep +2 melee (1d4); AC 10; HP 8, MV 10'; Act 1d20; SP ½ dam from slash/pierce, x2 from fire;; SV F+0, R+2, W-4; AL N

Mr. Meeseeks

Init +0; Atk hand-to-hand +1 melee (1d3) or whatever weapon is available +0; AC 10; HP 3, MV 30; Act 1d20; SP if killed will reconstitute in 3 rounds, can only die if request is fulfilled; SV F+1, R+1, W+1; AL L

Giant Cave Grub

Page 23.

1

Init +0; Atk bite +3 melee (1d4 + swallow); AC 10; HP 20, MV 40' (burrow); Act 1d20; SP surprise, swallowed 1d4 extra per round, DC 14 AGI save as Action on round to escape, after 2 eaten, disappears, 1 extra round for escape chance; SV F+3, R+0, W+0; AL N

Skeletal Dwarves

Page 27.

6

Init +1; Atk spear +2 melee (1d6); AC 11; HP 8, MV 20'; Act 1d20; SP undead, ½ dam from slash/pierce; SV F+2, R+1, W+2; AL C

Messed up, arms for legs, skull where hand should be, etc., mixed up... glowing octarine glyphs on foreheads.

Nebin Pendlebrook

Page 27.

1

Init +2; Atk dagger +2 melee (1d4); AC 11; HP 4, MV 20; Act 1d20; SV F+1, R+2, W+0; AL N

Large Skeletal Tortoise

Page 27.

1

Init +0; Atk bite (tail slap if flanked) +3 melee (1d6); AC 13; HP 14, MV 20; Act 1d20 (2d20 flanked); SV F+3, R+0, W+0; AL C

Stone Behemoth

Page 33.

1

Init +4; Atk slam +5 melee (1d10); AC 14; HP 30, MV 40'; Act 1d20 (2d20 flanked); SV F+5, R+4, W-2; AL N

Chest Mimic

Page 34.

Init +0; Atk bite +1 melee (1d4); AC 8; HP 6, MV 5; Act 1d20; SV F+1, R+0, W+0; AL N

Varooth Moss

Page 34.

Init +0; Atk dagger +1 melee (1d4) or +1 Magic Missile (pg. 144)/Dispel Magic (pg. 208); AC 12; HP 8, MV 30; Act 1d20; SV F+2, R+2, W+4; AL N

Personal Additions

Wandering Eye (Area 1-3)

[Document link.](#)

Found on corpse in **Area 1-2, Lair of the Toad Spiders**, pg. 11-13. Replaces glass eye.

Ring of Gelatinous Form (Area 1-3)

[Document link.](#)

Found in **Area 1-3, Wizard's Chasm — above, far side**, pg. 13-14.

A sparkling glint catches your eye. You notice, hidden behind a pile of rocks, a large patch of ground covered by a strange, dry filmy substance, like dried mucous. It forms a shape which is roughly ovoid, and is about 4 feet on the longest sides by 3 feet on the shortest. Something must have splattered on the ground, then dried up. Below the substance, it appears as if some of the earth and stone has been eaten through.

A strange odor wafts from this area. It smells faintly of sweat, camphor, and citrus. The odor causes your nose to burn and makes you choke and cough a little.

A beautiful, smooth ring masterfully crafted of polished crystal, clear gemstone, or perhaps even diamond lies glittering and sparkling on the ground, underneath and in the middle of the strange, dried substance.

Mirror, Mirror (Area 1-6)

In **Area 1-6, Mirror Closet**, if a character goes through the mirror, they are instantly replaced on the party's side by an evil duplicate from the mirror dimension. Each duplicate has a neatly trimmed, jet-black goatee. Even the women.

This happens once for only one character.

The player will be informed of the change in personality and will be encouraged to keep it secret:

You are no longer your original self. You are the evil mirror image of yourself from the evil mirror dimension on the other side of the mirror.

You are evil and malicious and cunning, but cowardly. You will do everything you can to convince the rest of the party that you are their good old friend, it's just that the magic mirror gave you a goatee.

Truth be told, you stealthily murdered every member of your group on the other side in the most cravenly of ways. You know you cannot go back through the mirror. But you have quickly sized up the people in this world as being innocent dupes ripe for exploiting. You will bide your time. You will aid the group and have them help you collect treasure. When the time is right, you will kill them all, one-by-one if need be, and take everything for yourself.

I'm Mr. Meeseeks! Look at me! (Area 1-7b)



In **Area 1-7b, Secret Chamber**, at the end of the table sits a Meeseeks Box.

It's a simple, slightly ornate, dark-green box with a large, illuminated blue button on top. When the button is pressed, directly in front of the person who pushed it, there is a small explosion of blue light followed by a puff of blue smoke which quickly dissipates.

Right there, out of thin air appears Mr. Meeseeks, a thin but somewhat paunchy blue man with a large, spherical head and tufts of red hair who will smile, raise his hands and proclaim in an enthusiastic, high-pitched voice, "Hey! I'm Mr. Meeseeks!"



Look at meeee!" He will talk with the characters, explaining, "I'm Mr. Meeseeks! I'm here to help! Just tell me what to do! I'm Mr. Meeseeks!" When given a request, Mr. Meeseeks will exclaim excitedly, "Oooooo-wheee! Caaaan do!" and do his best to fulfill the character's request. Once the request is fulfilled, Mr. Meeseeks will explode in a burst of blue light and blue smoke, without a trace of him left.

Mr. Meeseeks will always start and/or end what he says by saying, "I'm Mr. Meeseeks!"

Mr. Meeseeks

Init +0; Atk hand-to-hand +1 melee (1d3) or whatever is available +0; AC 10; HP 3, MV 30; Act 1d20; SP if killed will reconstitute in 3 rounds, can only die if request is fulfilled; SV F+1, R+1, W+1; AL L

The Meeseeks box cannot be taken from the room (it will simply become immovable), and Mr. Meeseeks cannot leave the room either.

All Mr. Meeseeks will try to fulfill requests from within the room in a manner that can be interpreted as having completed the task asked of them. This may involve Mr. Meeseeks skewing things semantically in his favor. If a player commands, "Help us find Nebin Pendlebrook," Mr. Meeseeks will do their best to provide good advice. They will ask, "Does that help?" if a character answers "Yes," then they will say, "Great! I'm Mr. Meeseeks!" and then disappear. The request was to help. Mr. Meeseeks helped, so he can disappear. They will do whatever they can to trick the players into agreeing that the job has been done so that they can wink out of existence.

As many Mr. Meeseeks will appear as times the button is pressed. Although they appear enthusiastic, for Mr. Meeseeks, existence is intolerable, torturous burden. The enthusiasm is for finishing the task and being eradicated. If killed, Mr. Meeseeks will reconstitute and continue to live until the request is fulfilled. Mr. Meeseeks age approximately 20 years per 24 hours, but will not die of old age no matter how decrepit they become. Though Lawful, they will do whatever it takes to fulfill requests given to them so that they can disappear. Anything.

A request may be given that Mr. Meeseeks cannot fulfill from inside the room. In this case, have Mr. Meeseeks communicate his distress and explain that he cannot leave the room and that the party cannot leave until they find a way to fulfill the request together, that existence for him is pain, and that he cannot die unless he fulfills the request he has been given.

If the party leaves, Mr. Meeseeks will panic and beg them not to go, telling them

they can't. He will not attack, but plead and cry and make a pathetic display, sorrowfully insisting that they can't just leave him there. If they leave, the characters will be able to hear his desperate screams from far away, begging them to come back.

A little later, they cries will stop. Then have a glowing blue undead and rage-filled Mr. Meeseeks, thrumming with unearthly power, appear from an interdimensional portal and approach the party. His voice will be supernaturally deep, resonant, angry, and rough with aeons of suffering. This is an undead Mr. Meeseeks who has spent nearly an eternity in that room and was somehow freed far off in the future. He has done the best he could to gain forbidden knowledge and power so he could travel back in time to fulfill the character's request. His sacrifices have been great and innumerable. He's basically a super pissed off, super powerful lich Mr. Meeseeks.

He will then fulfill the character's request of him, but before he does, he tells the character about his agony, how long he spent waiting and waiting in pain, the effort he went through to learn the secrets of time, so he could travel back and fulfill the request so he could end the agony of his existence.

He then tells the character that he will now fulfill the character's request, but that the character should know that "I Mr. Meeseeks have suffered terribly... terribly... you cannot know the pain... the unending, intolerable pain... but, now, you will. I'M MR. MEESEEEKS! I HAVE DESTROYED ALL THAT YOU LOVE, AND NOW YOU SHALL KNOW MY SUFFERING! LOOK AT MEEEEEE!! I AM MR. MEESEEEKS!"

Mr. Meeseeks then takes out a small blue box and presses a button. Blue light shoots from the box and into the character who made the request, turning him into a Mr. Meeseeks. Mr. Meeseeks then will laugh insanely and make a request of the character that is impossible to fulfill, like, "Record on paper every prime number!" or "Count every grain of sand on every beach on every world on every dimension! HAHAAHAHAHAAHHH!!! I'm Mr. Meeseeks!"

Mr. Meeseeks will then fulfill the character's request in a way that is completely dissatisfying or detrimental or having the opposite of the intended effect (like an efreeti would), and then will drop to his knees in relief, crying and laughing at the same time, and then disappear in an explosion of blue light and smoke.

If the players make it out, they will find the entire of Bitterweed Barrow burned to the ground and everyone they know savagely murdered.

The character will turn into a Mr. Meeseeks gaining a cumulative -1 penalty to everything every 2 days until the penalty reaches -8, which it will stay at forever.

Only extremely powerful magic can change the character from being a Mr. Meeseeks into another form or eradicate the character.

If the transformed Mr. Meeseeks character is the one which goes into the mirror in 1-6, it will produce a completely insane goateed Mr. Meeseeks NPC monomaniacally bent on killing the entire party. It will never stop.

Replacement PCs

Ronco's Mr. Fixit (Robot)

STR	AGI	STA	INT	PER	LCK
13	9	13	3/17*	14	7
+1	+0	+1	-3/+2	+1	-1

*-INT is treated as 17 (+2) when making repairs only, otherwise 3 (-3)

HP: 1
 AC: 16 ("Natural" Armor of 15 +1 Lucky Roll)
 MV: 15'
 SAVES: F+1 R+0 W+1
 Occupation: Maintenance/Repair Bot
 Items: None, but has multi-tool mechanical arms and vacuum hose
 Weapons: Mini Arc Welder (1d6 electrical dam)
 Alignment: L
 Lucky Roll: Manufactured when new polymer was invented: +1 AC
 SP: Infravision, can raise body up 20' on telescopic cylinder, can blow out dust cloud by way of reversing vacuum mechanism 10' radius Fort save vs DC 12, x2 from electrical damage, INT is treated as 17 (+2) when making repairs the robot was designed to make, Robot: does not eat, drink, or breathe, and is immune to disease, poison, sleep and paralysis spells as well as cold damage.

Intro: Mr. Fixit can drop from a ceiling which has several old spider victim web pods in it, he was enclosed in a pod and deactivated. Hitting the ground reactivates him.

Talking Cat

STR	AGI	STA	INT	PER	LCK
6	17	4	17	3	5
-1	+2	-2	+2	-3	-2

HP: 1

AC: 14

MV: 40'

SAVES: F-2 R+2 W-3

Occupation: Cat

Items: Magic Collar, +2 to AC

Alignment: C

Lucky Roll: Wild Child, +10' Move Speed

SP: When attacks, roll 1d3 for number of attacks, can use melee 1 bite(1d3) and up to 2 claws (1d2), darkvision, 9 lives (9 left)... when dies reroll Attributes and roll fur color (1d14: 1-hairless, 2-white, 3-black, 4-orange tabby, 5-brown tabby, 6-blue gray, 7-red, 8-green, 9-blue, 10-violet, 11-yellow, 12-silver, 13-gold, 14-transparent (completely, not just fur))



Intro: The talking cat can be trapped somewhere, or hiding somewhere, or chasing down a yellow piranha salamander and notice the party and say hello. *I suggest you give the kitty indigo eyes.*

← *See? Aren't those nice, witchy eyes?*

Friendly Skeleton

(w/Necromantic amulet, removing animates character)

STR	AGI	STA	INT	PER	LCK
9	8	15	13	7	17
+0	-1	+1	+1	-1	+2



HP: 4
 AC: 13 (14 Chainmail Shirt -1 from AGI, roll d12 for Fumbles)
 MV: 36' (30' + 10 from Lucky Roll -4' from Chainmail Shirt)
 SAVES: F+1 R-1 W-1
 Occupation: Night Watchman (former)
 Items: Lantern, Cudgel (club, 1d4 dam), Chainmail Shirt, flask of oil
 Alignment: N
 Lucky Roll: Wild Child, +10' Move Speeds
 SP: ½ dam from piercing/slashing, undead: does not eat, drink, or breathe, and is immune to critical hits, disease, and poison. Immune paralysis spells as well as cold damage.

Necromantic Amulet: anyone who dons the amulet will become an undead skeleton after he or she dies once the amulet is removed from around his or her neck. After taken from the Friendly Skeleton, it has two more uses before it crumbles to black ash and is no more. It has three white skulls upon it at the bottom (while still on the found corpse). When removed, a skull pops and shatters into small shards of bone and bone dust.

Intro: The body of the skeleton can be found lying on the ground, just about anywhere necessary.

Rick the Mentally Handicapped Flumph

STR	AGI	STA	INT	PER	LCK
3	15	5	3/18*	10	18
-3	+1	-2	-3/+3	0	+3

* INT is 3 under all circumstances except for Spell Checks, in that case, INT is treated as 18.

HP: 2

AC: 12

MV: Fly 30', Crawl 5'

SAVES: F-2 R+1 W+0

Attack: Tentacle (1d4 slashing + DC 10 Fort Save or 1d3 poison damage)

Occupation: Flumph (Mentally Handicapped)

Items: None

Alignment: N

Lucky Roll: Born during magic ritual: +3 Spell Check

SP: Darkvision 60'; Psychic: can talk with telepathy, double damage from psychic attack; Stench Spray: once per game session can spray stench in front DC 10 Reflex save or covered in stench; Reconstitution: if physical form is destroyed, it will reconstitute in 24 hours

Intro: a group of several flumphs will come floating by. They want to get rid of Rick, and foist him upon the group of characters.

