

KILL THE GM!



strange voices are plaguing the minds of townsfolk. Intrusive inquiries concerning carriage warranties and requests from "deities" for coin in return for a larger sum...it's all so confusing.

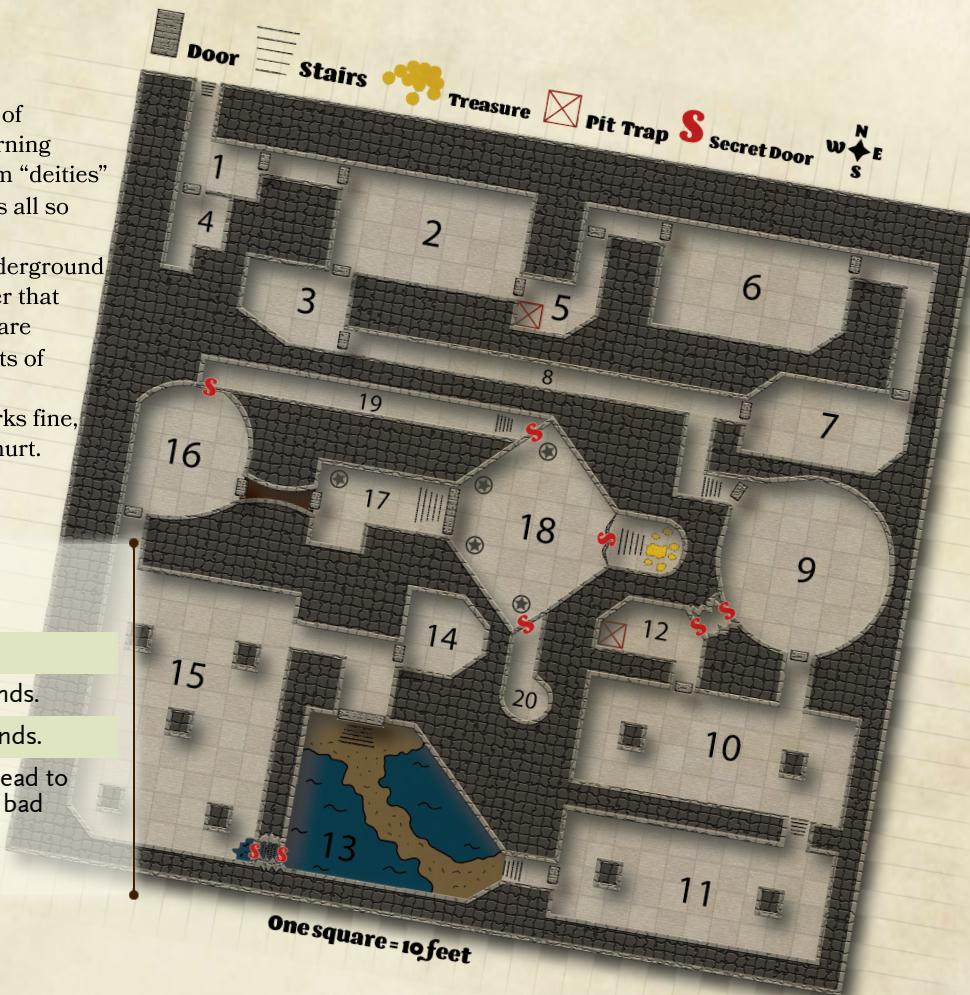
The party descends through an underground colony of Sendmarketers and discover that Werehumans, led by their evil General Manager, are abusing sending spells to intrude into the thoughts of unsuspecting elderly villagers.

Hacking and slashing your way to the boss works fine, but making a few friends along the way couldn't hurt.

RANDOM TRAPS

d4 Trap

- 1 In meeting for 1d6 rounds. Head to CR.
- 2 Hold mug in dominant hand for 1d4 rounds.
- 3 Can only shout "Hump day!" for 1d6 rounds.
- 4 Become a Werehuman for 1d6 rounds, head to nearest Sendroom. Enjoy your long nails, bad breath, and crippling student debt.



Room Description

1 Lobby Glyph on locked east door. **Secretary**. Cursed MLM paraphernalia on desk. Sticky note with pass phrase.

2 Sendroom **Werehumans** (10) busy sending. **Chair Wizard** appears with **Rod of Rebooting** if sendings stop.

3 Supplies Sending components. Paper shredder trigger under floor tile—spinning blades rise from floor.

4 Toilet Secret hole behind toilet. **Shades of Indoors** (Sunglasses with darkvision, +3WIS, +3CHA).

5 BKRM Employee lunch labeled 'C.W.' triggers 2' Pit Trap. Fridge takes lunch back. PCs feel guilty for not working.

6 Sendroom Note says "Meeting in CR." Components cause PC to call ex in real life outside of game if used.

7 CR **Werehumans** (9) in dark room watching Werehuman present. They don't engage unless provoked.

8 Supplies Shelves of components, names of elderly townsfolk, and a **Trilby of Confidence** (-20CHA).

9 I.T. **Chair Wizard**. Never leaves roly chair. If offered Trilby he'll give **Bracers of Carpal Tunnel** (+1AC).

10 Sendroom **Werehumans** (16) busy sending.

11 Sendroom **Werehumans** (16). Floor in front of locked west door is wet. Key to door is in area 12.

12 BKRM Pit trap by fridge. C.W.'s backup lunch is here. Broken shredder. Blades rise but don't spin. Key on shredder.

13 H2Office **Water elemental**. Nametag: *Slippery When Wet* "Wanna hear my new idea 'Tapeseal?'". Offers free samples.

14 BKRM **Werehumans** (3) "Have you heard the pitch yet?"

15 Sendroom **Werehumans** (13). One is staring at leak in upper southeast corner.

16 Guards **Guards** (2) recognize PC from local nightclub they bounce at part time.

17 Reception Narrow bridge over crevasse. **Secretary**. Glyph on locked door. Sticky note. A statue in corner gently yawns.

18 GM **General Manager**, an evil clump of soggy hair with slimy eye stalks, bug arms, and thumb legs. Lute. Tune is written on bathroom stall and reveals loot behind east wall and elevator to south. **Rod of Micromanagement**, **Scroll of Business Certification** with name clearly forged, DVD copy of "The Secret".

19 Hallway It's dark in here.

20 Exit Elevator pass phrase in area 18. Wrong phrase causes door to shut, lock, and air is sucked from room.