

M1

The Gamers, The Series, The Module

# The Dead Gentlemen Present: AN ANACHRONISTIC ADVENTURE



BY CRYSTAL FRASIER AND AMBER SCOTT

## THE SHADOW MENACE



# THE GAMERS, THE SERIES, THE MODULE

## THE SHADOW MENACE

### THE GAMERS: THE SERIES: THE MODULE

The currents of the multiverse ebb and flow, connecting worlds that are otherwise separated by impossible voids beyond time and space, and carrying bits of flotsam from one reality to the shores of another. Creatures, artifacts, and ideas ride these currents, which deposit cryptic monsters or bouts of inspiration on alien planes. One particularly potent current runs between Fartherall—a world of sorcery, brutal monsters, legendary heroes, and devious villains—and an otherwise unremarkable corner of a world called Earth, where it spills out in a place known as “the Pacific Northwest.” This region has an old reputation as a haven for outcasts, and only in the last century or so was it finally conquered by one of the great empires of Earth. Even today it remains torn between the mysteries of the old world and the bright promise of the new. The currents washing ashore from Fartherall have helped it to retain this eccentric atmosphere, inspiring old local legends, and more recently influencing the area’s growing game industry.

Ultimately, it was the game industry that finally transformed this current between worlds into a torrent. Visions of Fartherall inspired an Earthly writer to codify the perils, wonders, and lore of that world into a tabletop roleplaying game: the cutting edge of entertainment in 1981. By design or by cosmic joke, the highly ritualized nature and impossible mathematics involved in tabletop roleplaying acted as a ritual focus, capable of linking the minds of Earthly gamers to those of sympathetic counterparts in Fartherall. This connection allowed them to influence or even control the heroes and villains of that realm. This cosmic tampering eventually weakened a hole between the two worlds, allowing denizens of Fartherall to enter Earth—a world with no barbarians or wizards to protect it from the phenomenal dangers lurking just beyond the portal.

One of those great dangers was also among the first to discover the portal: The Shadow!

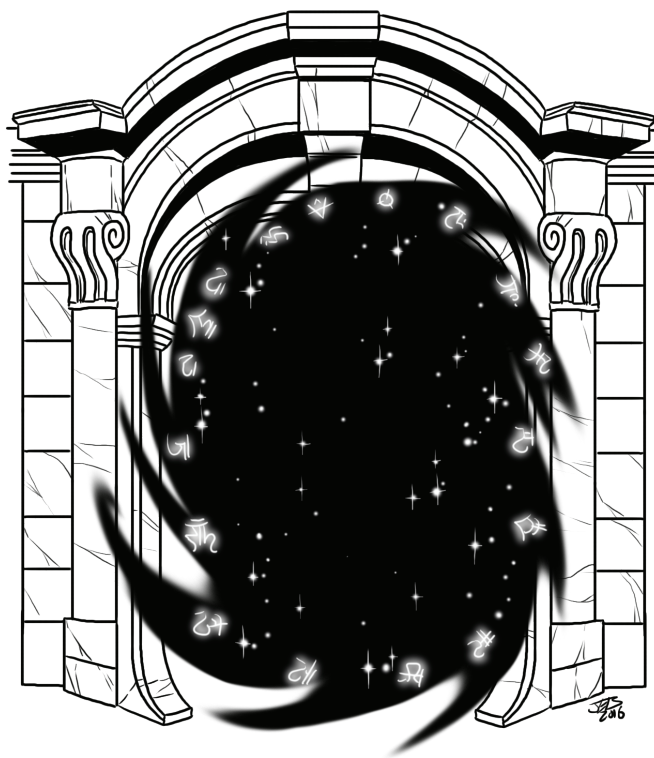
A legendary and apparently immortal villain of Fartherall, the Shadow found Earth ripe for the plucking. Its people were ignorant of the sorcery and monsters he employed, and its lands were bereft of champions to hunt him. For fifteen years, the dastard has quietly imported riches and minions from Fartherall to build his army.

To maintain total secrecy, the Shadow has founded a halfway house where inhuman, flesh-eating monsters and villains can learn Earth’s strange ways in a setting that excuses even the cruelest excesses and most indecent behavior: A college fraternity. Sigma Sigma Sigma, or “LARP House” as everyone

### IT’S A GAME ABOUT A MOVIE ABOUT A GAME...

*The Shadow Menace* is set in the same world as *The Gamers* film franchise (available wherever fine feature film trilogies are sold), a mirror of our modern world, but one with unnatural ties to a fantasy world of dragons and trolls and dungeons and tunnels, where paths to treasure lie waiting for some hero to stumble upon them. In this game, Earth is a realm with no knowledge of magic or monsters beyond what appears in books and blockbuster movies, but the capacity for magic still exists. Wizards from Fartherall can still unleash a lightning bolt spell on their enemies, and magical potions and wands brought through the portal still function for natives of Fartherall or Earth with equal potency.

This adventure module uses the *Pathfinder Roleplaying Game* created by Paizo Publishing. For characters and heroes from Earth it also employs the Pathfinder-compatible *Anachronistic Adventurers* rules from Rogue Genius Games. The *Pathfinder Roleplaying Game* rules are required to play this adventure, as well as the *Pathfinder Roleplaying Game Bestiary* and *Pathfinder Roleplaying Game Bestiary 5*. The necessary rules can be found online at [d20pfsrd.com](http://d20pfsrd.com) and other Open Game Content online rule repositories, and the pre-generated characters include all of the necessary rules from *Anachronistic Adventures* in their write-ups. However, these are all wonderful books worth and are useful to have on hand for easy reference.



# THE SHADOW MENACE

around Pacific Northwest University has come to call it, blends in effortlessly on fraternity row even as its members commit the occasional crime against humanity. Those who graduate from the Shadow's rigorous training program are placed in positions of power either within the school (the better to conceal the Shadow's growing activities) or across the region. Those who fail become training examples for the new arrivals from Fartherall. Those Earth-natives unfortunate enough to discover the Shadow's plot simply vanish, never to be heard from again.

## ADVENTURE BACKGROUND

The Shadow has long since moved on to more important roles than running a second-rate, off-campus fraternity. He has left in his stead a true success story: James "Jimmy Sparkles" Hobkins. This enterprising hobkins gremlin has adapted quickly to the advanced technology of Earth, but his small stature and unearthly aura—even when disguised—limit his usefulness as an agent outside Tri-Sig. Jimmy has spent over a decade as Tri-Sig's president, rarely appearing outside the frat house except to meet with the Shadow's other advanced agents around the university campus. The gremlin's eerie psychic abilities are generally enough to keep his organization disciplined, but several years ago he pieced together a junk golem to act as a his enforcer. He named his construct Textbook, which seemed innocent enough until Jimmy declared that the punishment for insubordination would be "hitting the Books."

The residents of Tri-Sig are cloaked by a powerful magic rune kept in the frat house's sub-basement: the rune of Owstev. Its magic allows any creature tattooed with the same glyph to blend into the society in which it is kept, however the magic is physically and emotionally draining. New arrivals must spend weeks acclimating to the rune before they can maintain a cloaked form for more than a few hours—just long enough for an algebra class. Even longtime residents must rest in their normal, uncloaked states for at least a few hours every day. Their strange behavior and tendency to wear "weird costumes" has earned LARP House a reputation on campus as the dorkiest fraternity, though most people ignore their suspicions. Many students consider it unusual simply on the basis that it's a co-ed.

While this notorious eccentricity normally discourages visitors and Earthly pledges, it recently attracted the interest of one Walden Nguyen, a history major and avid game master. In an effort to combine his two great passions, Walden has dedicated much of his life since puberty to tracking down copies of rare and classic pieces of tabletop gaming history. An eager fan of live-action roleplaying, or LARP, his heart was crushed when his local LARPing group—the Knights of Natural Twenty—disbanded following an ill-advised wilderness trip. After hearing rumors of Tri-Sig's active LARP community, he petitioned President Jimmy Sparkles to pledge the fraternity. Despite several stern refusals and a thorough application

of gremlin magic, Walden persisted, and eventually began to suspect a connection between the Tri-Sig's eclectic membership and the gaming material from the Fartherall RPG. After a number of alarming questions from Walden, Jimmy Sparkles rashly kidnapped the interloper and locked him in the fraternity's dungeon. Jimmy then indulged in some furious monologuing about the Shadow's brilliant infiltration scheme, only to realize too late that Walden would be missed in his classes topside.

Using a scroll left behind by the Shadow, Jimmy has created a temporary duplicate of Walden, calling it Nedlaw. He has ordered the clone to attend the boy's classes, but to act outrageously enough to alienate Walden's friends and get him expelled. What Jimmy has no way of knowing is that the most important thing in Walden's life is his weekly game session down at the local game store, and even as Nedlaw ruins Walden's reputation, he overlooks the four people who will miss their game master most in the world.

## PART ONE: WHERE'S WALDEN?

As the adventure begins, the PCs will realize that their friend Walden is missing. They will soon discover that he has been acting strangely recently, and spend the next day or two investigating his disappearance. Though they begin their journey at everyone's favorite game store, the primary places to investigate are the coffee house where Walden's longtime romantic interest works, Walden's LARP group, and Campus Security (where Walden's erstwhile simulacrum Nedlaw is being held).

### A. THE GAME MATRIX

The adventure begins as the PCs gather at their Friendly Local Game Store™ for their weekly RPG adventure. The following should be read aloud:

*It's been a difficult week of classes, jobs, papers, and study, but Thursday night is the time to unwind in the only way a reasonable person would want to: Throwing some dice and stabbing some orcs! Last week's game night ended dramatically on a cliffhanger, as the Demogoblin caught you by surprise while your party was resource-low from raiding the Fortress of Infinite Orcs. Blood still dripping from her maw, she raised her claws to begin casting a spell, and then... Then that's where your gamemaster Walden left it!*

*But this week you have a plan—you hope. You've gathered together in the back room of the Gamer's Edge—your friendly local game store—and prepped your dice. You know Walden will be here because Leo, the owner, complained to you on the way in that another of Walden's weird foreign game orders arrived today, and Walden never lets one of those sit around long.*

*So why is he two hours late?*



# THE GAMERS, THE SERIES, THE MODULE

At this point, the players should introduce themselves and their characters, but ultimately address the question of why their GM hasn't turned up yet. As the group has been meeting regularly since school first began, they know one another—at least at the table—and know the following things about Walden:

- Walden Nguyen is a 21-year-old history major at PNU. He collects weird, vintage RPGs and plays in a lot of LARPs.
- Walden is almost never late for game, and usually makes fun of anyone who is.
- In fact, the last time Walden was late for game, it was because his LARP group had gotten lost in the woods. They infamously had to call Search and Rescue for help getting back, and Walden doesn't like to talk about it.
- Walden works odd jobs, books study rooms for weird hours, and sometimes tutors. The only person who can keep track of his schedule is his romantic partner, Hayzel, a barista at a nearby coffee house called Bean There, Done That.
- Walden never answers his phone, but he's always on social media and usually responds within a few minutes.

In addition, both Imani and Trey saw Walden this morning during History 202: History of the United States, where he spent a lot of time arguing with the professor. Both players may retroactively make either a Perception check (DC 20) or Sense Motive check (DC 15): a success allows the PCs to realize that Walden was acting very strangely. He seemed confrontational and ignorant, and he looked even paler than usual. Jacob Kohn may also recall an incident report that came in to Campus Security that afternoon: a report of a belligerent student in the humanities building, where Walden has most of his classes. These specific clues are also listed on their respective character sheets, however this background must be fed to the group some other way if the players decide to create their own characters rather than use the pre-generated ones provided. No one in the group, or their immediate circle of friends, has seen Walden since. Calling, texting, or tagging him in social media posts garners no response.

The group has booked the back room for a five-hour slot. If Walden doesn't appear by 9:00, the store owner, **Leo** (LN human tough 3), will poke his head in to find out if anyone knows anything, or if the group wants to give up the room early—a bachelor party just walked in and wants a private space for a one-last-night-of-freedom *Settlers of Catan* marathon. Leo can offer some additional information, if the gamers think to ask him: he knows that Walden owes him \$50 for ordering in a rare book from across the Canadian

border. Walden normally comes in to pick up his special orders the second Leo informs him, but Leo sent a text last night and again this morning and hasn't heard anything.

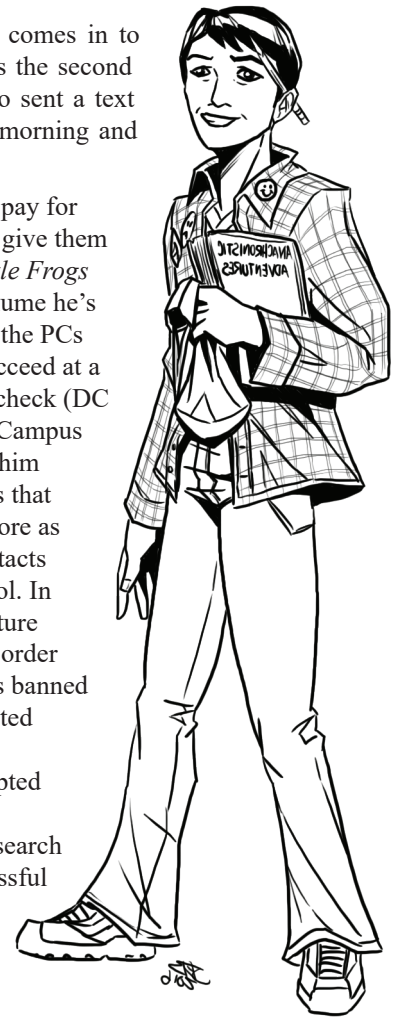
**Development:** If the PCs pay for the book, Leo is happy to give them Walden's copy of the *Battle Frogs Table Top RPG*, a rare volume he's been hunting for years. If the PCs slip him an extra \$5 or succeed at a Diplomacy or Intimidate check (DC 16), Leo also admits that Campus Security *may* have called him earlier in the day: it seems that Walden listed the game store as one of his emergency contacts when he first started school. In light of the quasi-legal nature of Walden's latest special order (BattleFrogs Tabletop was banned after several injuries resulted from its innovative task-resolution system), Leo opted to keep a low profile.

If PCs take the time to search the Game Matrix, a successful Perception check (DC12) also turns up a handmade flyer in Walden's handwriting:

"EXPERIENCED LARPER SEEKING NEW  
DRAMATIC LANDSCAPE. FOUR YEARS' EXPERIENCE.  
SPECIALIZES IN THROWING PAPER."

Below the headline is a drawing of a cloaked vampire and Walden's contact information. If questioned, game store regulars remember seeing the flyer yesterday afternoon, but no earlier.

From here, there are three obvious routes of investigation: The PCs can talk to Hayzel, Walden's one true love and the only person who seems able to keep track of him. They can contact Campus Security, who should be alerted that a student has gone missing even if they don't know what happened to him. Failing that, they can talk to members of Walden's LARP group. If the PCs decide to investigate other avenues, they can be steered back towards these options, or else information from the following sections can be seeded into each alternate path if the appropriate challenges are met. The PCs may also think to contact the Canadian border patrol or the Royal Canadian Mounted Police regarding Walden's illegal import of banned books, but that is beyond the scope of this adventure.





# THE SHADOW MENACE

## PACIFIC NORTHWEST UNIVERSITY

N Medium University

**Corruption** +0; **Crime** +0; **Economy** +1; **Law** -2; **Lore** +2; **Society** +3

**Qualities** academic, rumormongering students, tourist attraction

**Danger** 5

### DEMOGRAPHICS

**Government** council

**Population** 14,241 (14,109 humans, 132 other)

Pacific Northwest University struggles for recognition in the shadow of larger and more “well-endowed” colleges in the region, but maintains an active and loyal student body. The school is particularly renowned for its humanities department, but offers a wide array of science degrees as well. A dozen large buildings make up the campus, including the humanities building, science building, engineering building, library, student union, administration, and several dorms. Student life consists of countless on-campus clubs and organizations as well as off-campus fraternities, sororities, and volunteer organizations. The football team—the “Battling Bisons”—sees respectable turnout for every game, but PNU offers a wide variety of collegiate-level sports, from volleyball to baseball. The university also boasts an unnecessarily complex network of steam tunnels running beneath it, though these are strictly off-limits to students.

The surrounding community works hard to accommodate the university, which counts for most of the local economy. Many small, inexpensive thrift shops, diners, bookstores, and bars line the streets leading to the university. Several state parks lie within a close driving distance, and an abandoned naval watch station on the nearby coast is particularly popular with local hikers, urban explorers, and young, underfunded filmmakers.

## B. BEAN THERE, DONE THAT

*This scrappy little coffee house has been servicing PNU students since the primitive “pre-latte” era of the early 1990s. While it lacks much of the variety, sleek design, and health code compliance of major coffee chains, it more than makes up for those in friendly atmosphere, late hours, and bean bag seating.*

Bean There, Done That stays open every night until 2 a.m., making it a popular study spot for a lot of PNU students. These late hours also make it the easiest place to check for updates about Walden on the night he goes missing.

Hayzel has a shift when the PCs arrive, but in light of their recent break-up has opted to work in the back; baking, washing dishes, and cleaning. A slightly overprotective friend, **Shannon** (NG human enforcer 1), is working the front counter. Shannon’s attitude begins as Indifferent, and convincing her to let anyone in back to speak with Hayzel requires a successful DC 15 Bluff or Diplomacy check. Alternatively, the PCs may disguise themselves as coffee house employees, unlock the back door (Disable Device, DC 19), or simply wait for Hayzel’s shift to end at 2:30 in the morning.

## HAYZEL

Hayzel’s eyes are swollen and red from a long cry. The exhausted student doesn’t want to see anyone in this state, but recognizes the PCs as friends by association. After a few long sighs, Hayzel finally manages to speak:

*“I don’t know what happened. We always got along so well, and when we didn’t we could at least talk about it and work it out. I mean, he thought Galaxy Wars was better than Galaxy Trek, and I mean... who thinks that’s okay? But we managed to work it out. We always did. Until today. We had lunch, and I- I thought he was sick at first. He was all sweaty and clammy. And he just started yelling at me about how I’m wasting my life and how Econ isn’t a real degree and caffeine is evil. I’d have said he was drunk, if he ever touched alcohol. After that, he broke up with me, and said to respect his boundaries and not try to contact him. Then he stormed off.”*

Recalling the afternoon visibly shakes Hayzel. PCs can attempt to comfort the distraught barista with any of the following skills: Bluff, Diplomacy, Heal, Knowledge (any), Perform, Sense Motive, or an appropriate Profession skill. Each successful DC 14 skill check causes Hayzel to recall any of the following additional detail, thanks to a clearer head:

- “After we talked, he stormed off back toward the Humanities building.”
- “Walden was cold... like, to the touch. He might be sick.”
- “I think he might just be upset about LARPing. He’s been looking for a new group.”
- “The other day he was asking me about ‘Jimmy’ somebody. ‘Jimmy Sparkler,’ ‘Jimmy Spanks,’ maybe? Maybe he thinks I was cheating on him.”

**Development:** If the PCs calm Hayzel enough, the barista may recall one last detail: When Walden stormed off, he left his phone and a key on the table. Hayzel has never seen the key before, but it looks like a mass-produced house key. The phone is locked, but after a year together, Hayzel knows the password and agrees to unlock it if the PCs promise to find Walden and make sure he’s okay.

# THE GAMERS, THE SERIES, THE MODULE

The key opens the door at Tri-Sig, though nothing on the key suggests as much. The simulacrum Nedlaw accidentally left it behind while abandoning Walden's phone.

Walden's phone contains a bevy of messages from friends asking where he is beginning Thursday afternoon (possibly including a few from the PCs). Reviewing his calendar shows a meeting with someone named "Jimmy Sparkles."

Jimmy keeps a relatively low profile, thanks to his unsettling nature, and so few people know him. With a successful Knowledge (local) check (DC20), a PC has heard the name associated with some student organization or volunteer group, but can't place it. Because Tri-Sig's paperwork is all filed under Jimmy's "real" fake name, James Hobkin, no computer or local records searches connect the name "Jimmy Sparkles" directly to Tri-Sig.

**Treasure:** If the PCs manage to comfort Hayzel at all, the clerk discretely lets them take the remainder of the day's pastries as a thank you. Bean There's homemade chocolate croissants and carrot cake muffins are irresistible, especially to creatures unaccustomed to sugary treats. Any creature native to Fartherall must succeed at a DC 12 Will saving throw upon encountering a treat or be dazed for 1 round as they cram the baked good into their mouths. There are six treats in all.

## C. KNIGHTS OF NATURAL TWENTY

Walden's live action roleplaying group, the Knights of Natural Twenty, has a small office for club meetings and prop storage in the basement of the student union building. The group has recently closed down due to dwindling membership and embarrassing press coverage following the incident with Search & Rescue. Six weeks earlier, the entire troupe became lost in the woods while looking for an abandoned naval watch station in the nearby national park. A successful Knowledge (local) or Diplomacy check to gather information (DC 14) reveals as much.

A sign is taped to the door, reminding members that this week's session has been canceled and the club disbanded, however the door stands ajar. Inside, club president **Sandra Koufax** (NG female human daredevil 1) is packing up foam swords and darts.

### SANDRA KOUFAX

Sandra is a fourth-year drama major, but still a year away from completing her degree. She is painfully aware that her parents named her after a famous left-handed pitcher for the Brooklyn Dodgers. Anyone making fun of this—or even pointing it out—takes a -2 penalty on all Charisma-related



# THE SHADOW MENACE

checks involving Sandra. Losing her LARP group is painful and the would-be actress is in a terrible mood, and getting her to open up requires a successful Diplomacy, or Perform skill check (DC 16). If the PCs manage to bond with her, she offers some basic information:

*Yeah, time to pack it all up. No one wants to be part of the LARP troupe that had to have Search & Rescue called on them. I told everyone 'no such thing as bad press,' but that was before internet memes. Walden came by and tried to talk me out of it yesterday. I guess he's been trying to get into some exclusive LARP group run by some guy named Jimmy. But if it's the group we've seen some weekends, they're like, creepy hardcore. But he says he knows their secret or something, and... like, I guess it's that they're a Fartherall LARP?*

If none of the PCs recognize Fartherall, Sandra merely comments that it's some old school game from "way back when" that Walden was interested in collecting.

If asked for any additional information, Sandra only knows that her own Knights of the Natural Twenty has been chased off from some prime LARP sets by a rival group with "choice costumes" who have no respect for pre-existing reservations. All she really remembers is some short, creepy guy in a

terrible toupee telling her to get lost. He called himself "Jimmy Sparkles," but in the course of filing a complaint with the parks department Sandra discovered that his real name is **James Hobkin**. Beyond that, she isn't sure what "secrets" Walden might have uncovered.

Public record searches will turn up almost nothing on James Hobkin aside from a rarely-visited P.O. box. The only real information on him lies in the university's records.

**Treasure:** If the PCs offer Sandra any condolences or, alternatively, talk about beating up Jimmy Sparkles, then Sandra offers them a battered longsword from the club's prop supply. Though dented and a little rusty, the longsword is still of masterwork quality, granting a +1 bonus on attack rolls. She also offers them all the boffers that they can carry. Boffers look like normal versions of melee weapons but are constructed from foam and only inflict 1d2 points of nonlethal damage on a successful hit.

## D. CAMPUS SAFETY

Campus safety is located in a squat, concrete and glass building near the student union. Open 24 hours a day, it exists to act as the university's own police force: investigating malfeasance, patrolling the campus to prevent crimes, and keeping files of everything they do. They employ plenty of private security officers as well as a few dozen interns to handle paperwork and take calls. The front door is always open and leads to Reception (area D1). The rear door is supposed to be kept locked at all times (Disable Device DC 25), but there is a 20% chance each hour that someone forgets to lock it after a smoke break. It leads to the Security Hall (area D2).

### D1. RECEPTION (CR 1/3)

The reception desk is staffed day and night, usually by a bored intern or two working the phones, but a campus safety officer sits nearby in case of emergency.

A door leading back to the security hall, offices, and records room is located near the reception desk. It requires a key card (carried by every campus safety officer and intern, including Jacob Kohn) or a successful Disable Device check (DC 25) to unlock. Neither the interns nor the safety officers let random strangers wander into the back, unless they believe they're supposed to be there or are somehow distracted.

The staff at campus safety refuses to take a report on Walden Nguyen, saying that he's fine and no one needs to worry and that the PCs should kindly leave. A successful Sense Motive check (DC8) reveals that everyone involved is acting strangely.

**Creatures:** At any given time, a campus safety officer and an intern sit behind the reception desk. The intern uses the campus safety officer stat-block, but does not have armor or a sap and calls for help rather than engage in combat. An intern's call for help brings 1d6 additional officers in 2d4 minutes.





# THE GAMERS, THE SERIES, THE MODULE

## CAMPUS SECURITY OFFICER CR 1/3

XP 135

Human warrior 1

LN Medium humanoid (human)

**Init** +1; **Senses** Perception +1

### DEFENSE

**AC** 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

**hp** 7 (1d10+2)

**Fort** +3, **Ref** +1, **Will** +1

### OFFENSE

**Speed** 30 ft.

**Melee** sap +2 (1d6+1 nonlethal)

### STATISTICS

**Str** 12, **Dex** 12, **Con** 13, **Int** 9, **Wis** 8, **Cha** 11

**Base Atk** +1; **CMB** +2; **CMD** 13

**Feats** Alertness, Iron Will

**Skills** Intimidate +4, Perception +1, Profession (campus safety officer) +3, Sense Motive +1

**Languages** English

**Combat Gear** pepper spray; **Other Gear** padded armor, sap, plastic badge, key card, walkie talkie

### NEW EQUIPMENT: PEPPER SPRAY

**Price:** 50 gp

**Weight:** -

This small aerosol device can spray a stream of liquid capsaicin up to ten feet as a ranged touch attack. Creatures hit by the stream are blinded and suffer a -5 penalty on all attack rolls and skill checks for ten minutes. A successful DC 15 Fortitude save removes the blindness and reduce the penalty to attack rolls and skill checks to -2. Creatures who fail their saving throw may attempt a new Fortitude save as a standard action. Applying milk or antacid grants a +5 alchemical bonus to this saving throw. One can contains three applications of pepper spray.

On a natural one when attacking with pepper spray, you accidentally spray yourself with the caustic fluid.

## D2. SECURITY HALLWAY

Beyond reception lies a 60-foot-long hall with offices to either side and a few potted plants cheering up the otherwise stock decor. The records room sits at the far end, opposite a supply room that campus safety sometimes uses as a drunk tank. A sign taped to the supply closet door reads “Do Not Enter.”

The doors to the records room and supply room are both locked (Disable Device, DC 20). Campus security officer key cards will open either door, but intern key cards can only open the supply room. The office doors are unlocked.

**Hazard:** A single security camera is mounted in the ceiling at the far end of the hall, between the record room and supply office doors. The camera swivels back and forth each round, and so long as a PC ends their movement each round in some sort of cover, they may attempt a Stealth check against the camera’s Perception skill bonus of +3. If the Stealth check fails, a pair of campus security officers (see area D1) arrive to investigate in 1d6 rounds.

## D3. OFFICES

These small offices resemble any common modern workspace, with scattered paperwork and file folders, bits of snack-food, images from the internet printed on the office printer, and a desktop computer.

There is a 10% chance that a campus safety officer is in any given office when the PCs check it.

**Development:** PCs may try to hack into campus safety’s computer network to learn what they can about Walden. Hacking into the computer requires the PC to succeed at two or more of the following DC 18 skill checks: Knowledge (arcana), Linguistics (to exploit the code), and Sense Motive (to guess at passwords and protocols). Alternatively, PCs who think to search the desks and succeed at a Perception check (DC 15) find the password on a sticky note in the desktop clutter.

If the PCs access the computer network, they can find any information they would find in the records room, below.

## D4. RECORDS ROOM

The records room is locked (see area D2). This room contains filing cabinets as well as a large server rack to store files and digital video footage from all over campus. There is a 10% chance every hour of a campus security officer walking in to deposit paperwork or check a file.

**Development:** Finding any information in the records—physical or digital—requires a successful Linguistics or Perception check (DC 18). Each check takes 15 minutes (either searching through files or waiting for the aging computer to respond).

**Walden Nguyen:** A security record for Walden mostly holds noise complaints he’s made since freshman year about a variety of neighbors, and an arrest record for receiving contraband (rare seven-sided dice) from Uruguay. His physical file is stamped as having been updated just two days ago, but a page has been obviously torn out. A sticky note in the file reads “Jimmy says to make sure to delete the security footage, too.” Walden’s computer file contains the same records, but nothing from two days prior except an unlabelled video file. The grainy video shows a pair of campus security officers wrestling Walden into a white sedan, then receiving a small leather pouch from a short man in a terrible toupee before the strange visitor drives off. The video’s metadata includes the note “Why would we even keep this? Someone delete this file ASAP!”

# THE SHADOW MENACE

**Jimmy Sparkles:** Campus safety has no file for anyone named Jimmy Sparkles.

**James Hobkin:** If the PCs learned the name James Hobkin from Sandra at the Knights of the Natural Twenty (see encounter C), they can pull up his student record from fifteen years ago, showing decent grades and a bachelor's degree in communication. There are also numerous complaints filed for creepy behavior and 206 incident reports for destroying campus property—mostly computers, televisions, and lighting fixtures. The PCs can also learn that most of his expenses were paid by a “Mr. Hujem.” James’ more recent files include an approved application to oversee a local fraternity—called Sigma Sigma Sigma—off campus.

## D5. SUPPLY ROOM (CR 1/2)

The supply room is locked (see area D2). Inside the lights are off and the shelves have been smashed. A large puddle of water covers the floor.

**Creature:** Jimmy Sparkles captured Walden before he could engineer a plausible reason for the student to disappear, and so used a scroll and the ice from the frat house’s freezer to fashion a *lesser simulacrum* to ruin Walden’s reputation. Jimmy added a little magical tinkering of his own to make the spell last longer, but as a result the duplicate—calling itself Nedlaw—has become increasingly unstable and erratic. At first his increasingly violent behavior seemed perfect, but then he began speaking backwards and Jimmy realized he’d need to rein in his wayward creation. A few campus security officers are loyal to The Shadow, and Jimmy slipped them a bag of gold coins to have them nab Nedlaw and stash him until the simulacrum’s spell wore off and he melted back into ice.

Nedlaw is looking much worse for wear, having started to finally melt, but remaining animate and conscious. He begs for help if anyone walks in, but can only speak backwards. If he can’t make himself understood, then he grows increasingly panicked and aggressive, shaking and eventually attacking anyone nearby. With his body slowly reverting to ice, his hands have become dangerous bludgeoning weapons and his body has grown much denser.

### NEDLAW

CR 1/3

#### XP 135

Male human simulacrum cogitator (headliner) 1 (*Anachronistic Adventures*)

LE medium humanoid (human)

**Init** +0; **Senses** Perception +2

#### DEFENSE

**AC** 12, touch 10, flat-footed 11 (+2natural)

**hp** 13 (1d8+4)

**Fort** +3, **Ref**+0, **Will** +2

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +0 (1d3)

#### TACTICS

**During Combat** Nedlaw attacks with his slam attacks, relying on his outthink ability to gain a +3 attack bonus on his first five attacks.

**Morale** Nedlaw is on the verge of disintegrating and fights until defeated.

#### STATISTICS

**Str** 10, **Dex**10, **Con** 13, **Int** 15, **Wis** 14, **Cha** 12

**Base Atk** +0; **CMB** +0; **CMD**10

**Feats** Disruptive<sup>B</sup>, Skill Focus (Perform), Toughness

**Skills** Appraise +6, Bluff +5, Knowledge (arcane, dungeoneering, history) +6, Linguistics +6, Perform (GM) +6, Profession (student) +6, Sense Motive +5, Use Magic Device +5

**Languages** English, Latin

**SQ** born performer, headliner talents (heckle), outthink (+3, 5/day)

**Other Gear** American history textbook, backpack, *elixir of hiding*, *elixir of vision*, fraternity pin, *tree feather token*

#### SPECIAL ABILITIES

**Outthink (Ex)** The Cogitator can rely on study and deduction to solve some practical problems. Five times per day, when making an attack roll, saving throw, skill check, or ability check, he can choose to instead make an outthink check (1d20 + class level + Int bonus) at the same DC.

**Development:** When defeated in combat, or after a few minutes have passed otherwise, Nedlaw writhes and screams and melts back into ice and water before the PC’s eyes, confirming that something strange is afoot at PNU.

Nedlaw also carries Walden’s backpack, which contains his normal textbooks, notebooks, pens, and the two newest supplements for the Shadejumper dystopian future-fantasy RPG, as well as a Ziploc baggy containing the treasure listed below. Walden’s GM notebook includes his notes for the current campaign, but also unrelated notes that seem to be from an investigation. There is a sketch of a short man in a terrible hairpiece with a few notes, like “Mr. Sparkles,” “How did he get to be in charge,” and “FLOATS?!” Other sketches appear to be a dozen college students, though none of them immediately familiar to the PCs. His final entry says “Dice aversion confirms my suspicion. Will confront Jimmy tonight!”

The only thing Nedlaw wore that didn’t melt is a small brass and enamel pin depicting three stylized letter “E”s in a

# THE GAMERS, THE SERIES, THE MODULE

circle. A successful Linguistics check (DC 12) identifies this as the Greek letter “sigma.” A successful Knowledge (local) check or Diplomacy check to gather information (DC 18) recalls that a local off-campus fraternity goes by the name Sigma-Sigma-Sigma, or simply Tri-Sig.

**Treasure:** Jimmy Sparkles gave Nedlaw a few leftover elixirs and a feather token to help him stir up trouble (see gear, above). A small notepad in his pocket explains what each one does, to prevent the ice duplicate from getting confused.

## PART 2:

### ASSAULT ON TRI-SIGMA

Armed and prepared for whatever strange things the frat house may hold, the PCs are ready to free Walden from within the dread fraternity of Sigma Sigma Sigma. The sooner the modern-day adventurers strike, the better, for most of the house is currently away participating in a “LARP” under Jimmy Sparkles’ supervision: They are driving out to the suburbs to buy coffee and hang out at the mall while blending in with ordinary humans. Only neophyte members and a few pets remain in the house, and even a cursory scout of the location reveals far fewer cars than anyone would expect. For now, the harpy Tammy leads what few monsters remain behind, though she considers herself above this motley crew and largely ignores them, making any response to the PCs slow and disorganized.

Being residents of the modern world, PCs may be hesitant about breaking and entering, even if the location is filled with fantasy monsters who now hold their gamemaster hostage. They must be made to understand that no help is coming. Campus Security is clearly working with the monster fraternity to help them conceal their presence, and the local police may be compromised as well. Any attempt to reach out to wider authorities—the FBI, state police, or the Federal Fish & Wildlife Service—will be treated as prank calls. Similarly, any attempt to summon the police to Tri-Sig’s address with reports of other crimes will go without response. The PCs can’t simply use the local authorities to clear out a house full of monsters, but similarly police obviously won’t respond to *any* emergencies or violence within the house. For all legal purposes, the frat house is sovereign soil. As the sign over the front door states: “What Happens in Tri-Sig, Stays in Tri-Sig.”

The exact layout of the Tri-Sig house and the disposition of its residents are detailed in areas E—H, as both Part 2 and Part 3 use the same house layout with some changes in residents. For this incursion, it is imperative that the PCs only encounter creatures and traps listed under the Part 2 Encounters subheading for each section. Those who follow after them will face a much tougher challenge.





# THE SHADOW MENACE

## DEATH AND DISMEMBERMENT IN TRI-SIG

Ultimately, the PCs are doomed to failure on their initial attempt. Even if they defeat Tammy and find their way into the Tri-Sigs' secret dungeon, this magic-infused lowest level is intoxicating to natives of Earth, causing dizziness, nausea, and ultimately unconsciousness. Though harmless in the long run, this effect is sufficient to render anyone from Earth unconscious for an hour while their body reacts to the presence of magic (see are H for full details).

If at any point, one or more PCs are "killed," the residents of Tri-Sig stabilize the humans and carry them down to the basement. One of the primary skills instilled under Jimmy Sparkles' harsh training is the ability to render a foe unconscious without killing them. After all, police will come looking for missing persons, but don't care much in a college town if someone wakes up in an alley, smelling of liquor and covered in bruises. Tri-Sig members never risk killing an opponent in combat unless ordered otherwise, and can choose to pull their blows and only reduce an opponent to -1 hit point (a courtesy they do not extend to other natives of Fartherall). Snooping PCs are imprisoned along with Walden for now, until Jimmy Sparkles returns and figures out what to do with them.

This may make the middle portion of the adventure seem pointless, as the PCs must inevitably find themselves captured and call upon true adventurers to rescue them. However, their explorations allow them to scout the "dungeon" beforehand, dispatch some threats on behalf of their future selves, and collect treasure that will be useful for the later encounters.

## FINDING WALDEN

Walden Nguyen is imprisoned in a large, private cell (area H9), where the PCs will themselves be taken if captured. He's elated to see his players again, far happier than anyone should be to see his friends imprisoned. Since Jimmy Sparkles never bothered to search Walden before throwing him into this cell, he still has his schoolbag and gaming supplies. Alone for days, he has passed the time by reading his dog-eared old copy of the rare Fartherall Roleplaying Game, and has begun to understand the strange magic that links our world to the fantastic realm described therein. He understands where the monsters of Tri-Sig come from, and also that heroes have previously fallen through the portal into our world as well. All he needs to make good on an escape attempt is 3 to 5 players.

As the PCs awaken in Walden's cell, read or paraphrase the following:

*Walden looks a little underfed, but that's nothing new. He seems far too happy about sitting in this medieval-looking prison cell. As your head stops swimming, he begins to rant eagerly.*

*"It's fantastic, isn't it? We've been captured by monsters! Real monsters! Just like they walked out of the Terror Tome. And here's the thing: I'm pretty sure they did! "* He pulls a roughed-up older edition of the book from his backpack and begins paging through it. *"I think these creatures are from Fartherall, as in the game. I don't know why, but somehow I think there's a gate between our world and Fartherall. Maybe it used to be a lot smaller—just enough for ideas to come through back in the 80s and 90s, and that's how this book got written describing them all—but now it's big enough for monsters to come through."*

*"The good news is that Fartherall is a fantasy RPG. So wherever you have monsters, you get heroes too! If I'm reading the rules right—and it's hard, because this thing was published before they had internet errata—I think there are heroes here on Earth already, but I don't think they can use any of their adventurer abilities. Only creatures from Earth can use weird powers on Earth. So these heroes need some kind of anchor in our world; people to tell them how and when to do their thing. They need players!"*

*So we can help those heroes, and make our own escape too! All we need to do is PLAY a game of heroes coming to rescue us, and they really will! Then we can figure out the ramifications later, after we're safe!"*

Walden begins pulling game supplies out of his bag even as he speaks, laying out pewter minis, dice, character sheets, and an erasable battle mat. It never occurs to him that anyone else might not immediately understand what he's spent the past several days researching. He answers questions the best he can, though he doesn't know much about Sigma Sigma Sigma's true origins or purpose:

### How did you even end up here?

"Oh. I was looking for a new LARP group, and I heard that these guys were super-hardcore and tried to join. They snubbed me, but the more I kept looking into them, the more it seemed like they might be strange monsters from another dimension, you know? So I told this little guy Jimmy Sparkles I was going to expose him and that's when he told a pizza box to beat me up."

### Are you okay?

"Yeah, I think so. They only feed me pizza crusts and the crumbs from the bottom of chip bags, so I could really go for a gyro or something, but I had a couple bottles of soda in my bag so I'm doing okay."

### Why are there monsters in our town/university/game store?

"I don't know. I think it's part of an invasion, and they're using the school to learn how to act human. I mean, no one really cares if a college student—especially a frat guy—runs around screaming or naked or acting weird."

### Why do these monsters look human outside the frat house?

"I don't know! Magic? I think they all have a weird symbol tattooed on them somewhere, and I saw the same symbol in dungeon when they brought me down here. Maybe they're related."

# THE GAMERS, THE SERIES, THE MODULE

**If the heroes need anchors to use their powers on Earth, why can the monsters use magic?**

"I don't know. Maybe the rules just work differently for them, or maybe they're 'wandering monsters' who don't need any control, or maybe they have, like, a gamemaster somewhere telling them what to do or giving them permission? That seems like it's beyond the scope of this adventure."

**Are you really saying if we play an RPG session, that'll somehow let us get out of here?**

"Yes! I mean, you've already seen weirder things today, right? And even if I'm wrong, what harm is there is trying? If we're stuck here, we might as well pass the time doing something. I just believe this something can save us!"

**Development:** Once the PCs sit down to game, they begin Part 3. At this point, hand out the adventurer archetypes included with this book, even if the players made their own characters.

## PART 3: ONCE MORE WITH FEELING

Whether or not the PCs believe Walden's rambling tale of alternate worlds and controlling heroes, gaming will at least pass the time. As they do, a band of plucky adventurers from Fartherall—trapped on Earth for over a decade—gather nearby to begin their adventure to rescue these new PCs. Once he begins GMing, Walden gains a similar connection to the world, developing a sixth-sense about

the house above and the monsters within, where they are, and how they react to adventurer actions. This link only extends to creatures from Fartherall, however. The heroes can't, for example, find a loved one and have a detailed conversation with them, as Walden has no way of knowing how their friends or family will respond to any given statement. Despite inhabiting their new adventurer personas, the PCs are essentially blind to the outside world, completely dependent on the GM to paint their perceptions.

By the time the PCs awaken and Walden has time to explain the situation and set up everything he needs to bond the players to their adventurers, Jimmy Sparkles and the rest of the current Tri-Sig membership will have returned from their outing and the gremlin will have learned of the PCs' capture. This adds a number of much more challenging foes to the Tri-Sig house. Luckily for the heroes, Jimmy doesn't realize that the PCs are capable of bringing in any new help and believes the situation is resolved. Until the adventurers make their presence known, the entire house is unprepared for a fight.

The exact layout of the Tri-Sig house and the disposition of its residents are detailed in areas E—H, as both Part 2 and Part 3 use the same house layout with some changes in residents. For this incursion, the adventurers will encounter any of the monsters mentioned specifically under the Part 3 Encounters header, but will also encounter any creatures mentioned under the Part 2 Encounters header if the PCs did not defeat these foes when they passed through earlier.



# THE SHADOW MENACE

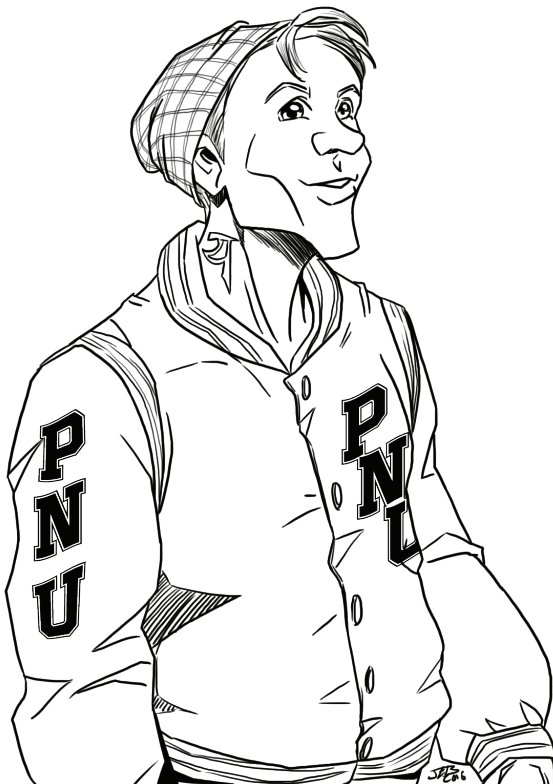
## TERMINOLOGY AND IDENTITY

For the purposes of this part of the adventure, the term **PC** refers to the core player character native to Earth, while the term **adventurer** refers to the Fartherall heroes trapped on Earth and who the PCs take control of, whether a PC is currently “piloting” them or not.

## USING THE ADVENTURER ARCHETYPES

As the PCs sit down to play, pass out the adventurer archetypes included with this module: Magellan the wizard, Newmoon the ranger, Nimble the thief, and Rogar the barbarian. Each archetype adds skill bonuses, attack bonuses, save bonuses, and additional class abilities on top of what the PC already possesses. In essence, the PCs step inside these Fartherall heroes now trapped on Earth, lending their own player knowledge to the in-character knowledge and ability each hero already possesses. The adventurers’ consciousness takes a back seat—allowing the player to use their skills and abilities—but can only watch or sever the bond (though doing so once again leaves them without access to any unearthly abilities).

Each adventurer archetype uses its own pool of hit points rather than those possessed by their controlling PC (and consequently, any damage taken by the PC doesn’t transfer to their adventurer). Players may trade archetypes in they wish, but one PC can only control and benefit from controlling one



adventurer at a time. Any damage taken by an adventurer stays with the archetype and does not affect their PC, nor do any bonuses or penalties inflicted on the adventurer transfer back to their PC. The PC and adventurer cannot share equipment.

An adventurer may force their player out at will, but given that both PC and adventurer are working towards common goals, they rarely do so unless a player intentionally endangers their lives. PCs severed from their adventurers don’t necessarily realize what has happened, except that they suddenly don’t find themselves invested in the experience. An adventurer is stunned for one round upon ejecting their PC.

The adventurers have come to accept this exchange—allowing Earthly players to take control over them to battle The Shadow’s incursion—as a necessary evil that must be endured if they are ever going to end The Shadow’s threat and return home. Sadly, gamers from Earth seem perpetually incapable of taking anything seriously or playing in character for any length of time.

## TRI-SIGMA HOUSE

Tri-Sigma house is a large, two-story residence on a lush plot of land at the corner of Arnison and Jackson. A wooden shingle out front lists the address and the relevant fraternity information, warns that the property is solely for the use of fraternity members and alumni, and firmly insists on no solicitation. The tinted windows show nothing of the house’s interior from outside. Unseen from the street, the house also has a large basement level as well as a secret dungeon built below by kobolds and tunneling monsters brought over from Fartherall.

Most, but not all, of the creatures imported by The Shadow possess darkvision, but enough require some light to see that the interior rooms are illuminated normally. The building was constructed to be a frat house, so the walls and doors are especially sturdy: the walls count as masonry (hardness 8, 90 hp), while the doors are good wooden doors (hardness 5, 15 hp, break DC 16). Most of the doors are kept unlocked unless otherwise noted.

## PART 2 AND 3

Both Parts 2 and 3 make use of the same map and layout, only changing the monsters present in any given room. Each room description lists any changes in the rooms between Part 2 and Part 3. The CR listed for any room notes the CR for each phase of the adventure separately.

## THE BEWILDERING RUNE OF OWSTEV

Members of Tri-Sig are shielded from Earthly scrutiny thanks to a complex ritual that The Shadow performed to create a Bewildering Rune of Owstev in the basement. Owstev was one of Fartherall’s great ancient wizards, and fancied himself a traveler. To that end, he fashioned magic to let him blend seamlessly into any culture or race for weeks or even years



# THE GAMERS, THE SERIES, THE MODULE

at a time. The primary rune must be anchored to a structure (in this case, the frat house's dungeon), and a copy may be tattooed onto any creature who resides within. This tattoo grants the creature the *change shape* monster ability, limited to a single humanoid form reminiscent of their true form.

Using the power of Owstev's rune is draining. Anyone using the rune's shape changing power for more than six hours a day becomes fatigued and can no longer assume a humanoid form. The fatigue remains until they rest in the residence enchanted by the primary rune for at least eight hours. After six months, the amount of time a creature can retain is altered form increases by one hour for every additional month. Because of the limited lifespan of their disguise, Tri-Sig members tend to take very light class loads and rarely hold fulltime jobs.

## E. THE GROUND FLOOR

The ground floor is the largest and contains most of Sigma Sigma Sigma's ordinary facilities. Visitors native to Earth rarely if ever see beyond this floor, so the fraternity works to keep it as ordinary and unremarkable as possible.

## E1. VISITOR LOUNGE

*By the double-doors of the main entry lies a massive lounge decked with moderately-priced couches, chairs, and pillows, as well as a large coffee table and shelves filled with magazines and sports trophies. To the north, hallways lead west, north, and east, and a large staircase leads up.*

The front doors are generally kept unlocked during daylight hours, but are locked (Disable Device, DC 25) after sunset, not so much for the residents' safety, but so they can walk around in their natural forms without any unannounced visitors.

### PART 2

### CR 1

**Creatures:** A quartet of kobold pledges have been left on guard, though they recognize that they were left behind because no one likes them rather than because the house needed any specific guards. As such, they aren't very committed to their posts. Soon after arriving on Earth, they discovered collectible card games, which immediately appealed to their love of pointless complexity and misdirection, and all four have become avid *Arcanum: Wizard Moot* players. If attacked, the gamers scramble back and throw *A:WM* cards—mostly lands and commons—like deadly darts as they yell to alert other house residents.

### KOBOLD GAMERS (4)

### CR 1/4

XP 100 each

Female kobold expert 1 (*Pathfinder Roleplaying Game Bestiary*)  
LE Small humanoid (reptilian)

**Init** +2; **Senses** darkvision 60 ft.; Perception +5

### DEFENSE

**AC** 15, touch 13, flat-footed 13 (+1 armor, +2 Dex, +1 natural, +1 size)

**hp** 5 each (1d8+1)

**Fort** +0, **Ref** +2, **Will** +1

**Weaknesses** light sensitivity

### OFFENSE

**Speed** 30 ft.

**Melee** dice bag -1 (1d4-2)

**Ranged** *Arcanum* card +3 (1d3-2)

### TACTICS

**Before Combat** The kobolds are engrossed in their game and don't notice the PCs until the door opens.

**During Combat** The kobolds flick cards at the PCs while retreating, trying to keep their distance from the invaders.

**Morale** When two or more kobolds are dead, the survivors flee toward area E6, hoping the zombies will help.

### STATISTICS

**Str** 7, **Dex** 15, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +0; **CMB** -3; **CMD** 9

**Feats** Throw Anything

**Skills** Appraise +4, Bluff +3, Perception +5, Sense Motive +3, Sleight of Hand +6, Stealth +10; **Racial Modifiers** +2 Perception

**Languages** Draconic

**SQ** crafty

**Other Gear** padded armor, dice bag (treat as a club), 2 50-card *Arcanum* decks, energy drink (2)

**Treasure:** One of the kobolds has been holding out on her friends, and has a mint condition *mox* white dragon card in a heavy card protector tucked in her dice bag. In addition to being worth 200 gp, a PC can play this card during Part 3 of the adventure to add 2d6 cold damage to their adventurer's next attack. This card can only be played in this manner once.

### PART 3

### CR 3

**Creatures:** Once they arrive home, the PNU girl's lacrosse team kicks out the kobold gamers to reclaim their favorite hangout spot and take over guard duty. They are more alert than their reptilian counterparts, and suspicious of anyone who comes to the door. The girls ordered a pizza earlier, and expect it to arrive any minute now.

### LACROSSE PLAYERS (4)

### CR 1/2

XP 200 each

Female orc fighter 1 (*Pathfinder Roleplaying Game Bestiary*)  
NE Medium humanoid (orc)

**Init** +5; **Senses** darkvision 60 ft.; Perception +0

# THE SHADOW MENACE

## DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 12 (1d10+2)

Fort +4, Ref +1, Will +2

Defensive Abilities ferocity

Weaknesses light sensitivity

## OFFENSE

Speed 30 ft.

Melee lacrosse stick +5 (1d8+6/×3)

## TACTICS

**During Combat** The team members try to mob one adventurer at a time, teaming up on their enemy.

**Morale** The team fights to the death.

## STATISTICS

Str 18, Dex 12, Con 15, Int 6, Wis 11, Cha 8

Base Atk +1; CMB +5; CMD 16

Feats Improved Initiative, Iron Will

Skills Intimidate +3, Profession (gladiator) +4

Languages Common, Orc

**Combat Gear** chewing gum of cure light wounds; **Other**

**Gear** lacrosse pads (treat as hide armor), lacrosse stick (treat as warhammer), sunglasses (overcomes light sensitivity)

## E2. MAIN HALL

*This wide hall runs in an L-shape along the first floor. A dingy green runner, well-worn by countless footsteps, stretches from one end of the hall to the other. Framed portraits of stolid academics hang on the walls. Both the frames and the subjects look a little crooked.*

The pictures hang crookedly because they are regularly flipped over. On the reverse sides of the portraits (which Jimmy Sparkles found at a thrift store), pictures of famous celebrities and figures from history have been pasted. The PCs recognize popular music artists, the most recent recipients of motion picture awards, and political leaders. The instructors at Tri-Sig conduct drills in the hall, training their students to quickly recognize these individuals and rewarding the fastest respondents.

## E3. STUDY

*Small tables crowd this room, each one ringed with uncomfortable-looking chairs. Study nooks line the walls. A few abandoned papers lie atop one of the tables, and a lone yellow highlighter rests on the floor of an alcove. A large map of the university and surrounding city hangs on one wall. Sticky flags point to a variety of buildings.*

The papers are study notes that a pledge left behind earlier in the day. Each one is covered with various bus routes, indicating transfers and directions. One page also has phrases, including, “Does this bus go to the mall?” and “I don’t have exact change,” written out dozens of times over.

The sticky flags on the maps point to locations where students are sent on integration expeditions. The flags closest to the university are green, those farther away are yellow, and those at the edge of the map are red. The color code indicates how junior a destination is. Only the most advanced students are allowed to visit red areas. The bookshelf next to the map conceals a secret door. A PC who succeeds at a Perception check (DC 20) notices one stained, leather-bound book with no title on its spine that seems out of place. Pulling on the book opens the door to the restricted library (E4).

## E4. RESTRICTED LIBRARY

*A long shelf sits on the southern wall, holding up a row of colorful books. An eerie purple glow illuminates the room, emanating from a pair of lava lamps on either end of the bookshelf. An overstuffed recliner in the northwest corner affords a comfortable reading spot.*

Advanced students and agents of the Shadow use this room to keep tabs on other fantastical settings which might have a connection to earth. So far they’ve found little evidence that any realm other than Fartherall has commingled with earth’s reality, but otherwise this room provides a cozy place to escape from the demands of Tri-Sig life for a while.

**Treasure:** A successful Perception check (DC 20) reveals a dazzling disc lost within the recliner cushions. This tiny gold disc on a short chain is designed to hang from a belt hook, but can also be worn as an earring. The disc flashes and gleams in the light, imposing a -1 penalty on Stealth checks to whomever wears it. If the wearer of the disc enters melee combat, they may choose to swivel and twirl dramatically to dazzle their opponent. Using the disc in this fashion is a move action that does not provoke an attack of opportunity. Any creature adjacent to the PC must succeed at a DC 10 Fortitude saving throw or be dazzled for 1 round.

## E5. LIBRARY (CR 2)

*Tall, overcrowded bookshelves line these walls. Near the door, a wooden table holds a thick book covered in lines of writing in many hands. The heavy wooden shelves and plush red carpet give the room the look of a stolid traditionalism, but the books in the shelves look rather thin and colorful in the otherwise somber setting.*

Investigating the shelves reveals not textbooks, but a variety of magazines and books describing human behavior, etiquette, pop culture, and basic history. Tri-Sig makes pledges study human culture in detail before allowing them to explore the town.

# THE GAMERS, THE SERIES, THE MODULE

The book on the table is a log for pledges who remove items from the library for more than a day. Reading the log shows a variety of names and signatures in different handwriting, as well as some smears of what look like green slime and a wad of papers stuck together with what appears to be cherry jam. A handwritten note next the jam reads, “Seriously, Farine????”

## E6. KITCHEN STORAGE

*A metal swinging door with a plastic porthole in its center stands on the north side of this short hallway. Opposite it stands another metal door; this one shut with a heavy-looking latch. A third door of ordinary wood can be seen further down the hall. In a small alcove, a giant stack of dried ramen noodle packets towers next to a wooden cupboard with a shiny padlock.*

This hallway connects to the outside of the frat house, offering a potential way to sneak in. The door is kept locked at all times, but it is an ordinary wooden exterior door with an average lock (Disable Device, DC 25). The door has a hardness of 5 and 15 hit points.

The northern metal door leads to the kitchen. Anyone in the kitchen has a chance of noticing intruders if the PCs pass through the hallway or open the door to the freezer. If the PCs are not trying to hide, anyone in the kitchen can attempt a Perception check (DC 20) to spot them. If the PCs are trying to be stealthy, they may roll Stealth checks opposed normally by the kitchen staff's Perception.

**Freezer:** The second metal door leads to the freezer. The room contains unremarkable stacks of frozen hamburgers and sacks of frozen broccoli, but also holds a large block of ice. Someone has recently hacked away at the block, leaving it jagged and malformed. A chisel and hammer lie frozen to the concrete floor. With a successful Perception check (DC 20), a character notices the impression of a face in the ice. Exceeding the check DC by 5 or more allows the character to realize that the face is Walden's. This is where Jimmy Sparkles carved out the ice figure he used to create Nedlaw.

**Bathroom:** The wooden door leads to a tidy bathroom containing a well-scrubbed toilet, a sink, and a tower of 240 rolls of toilet paper.

## PART 3

## CR 2

**Creatures:** A thought eater patrols this area, guarding the locked cabinet (which contains Jimmy Sparkles' store of liquor). The cabinet lock is of good quality, requiring a successful Disable Device check (DC 30) to open.

When the adventurers enter the hallway, they see a drow pledge collapsed on the floor near the cabinet. His eyes roll back in his head, he slurs his words and makes no sense, and he stinks of alcohol. The pledge came down this hall looking for a snack when the thought eater, hungry and

unprincipled, made a meal out of the drow's thoughts (he now has an Intelligence of 3). The clever creature then poured some rubbing alcohol on the pledge to cover up its crime. It hides behind the ramen, waiting for one of the adventurers to approach the drow. When they do, the thought eater attacks.

## THOUGHT EATER

## CR 2

XP 600

hp18 (*Pathfinder Roleplaying Game Bestiary 5*)

## TACTICS

**Before Combat** The thought eater conceals itself on the Ethereal Plane, in the same relative space as the ramen tower. When an adventurer comes within 10 feet, the thought eater materializes and explodes out of the Ramen to attack.

**During Combat** The thought eater attacks the nearest target, but if it sees an adventurer cast a spell it switches to them, finding the taste of spells delicious.

**Morale** If the thought eater falls to 5 hp or less, it phases back to the Ethereal Plane and stays there for a day or so, recovering.

**Treasure:** The liquor cabinet holds two bottles of fine spirits and six mostly empty bottles of rotgut. A bag of moldy lemons sits at the bottom of the cabinet.

## E7. KITCHEN

*A large kitchen area takes up the westernmost portion of this room. Long ranges stretch atop industrial stoves, and pots and pans crowd into open cupboards beneath a Formica counter. On the counter rest a number of chopping boards, knives in knife blocks, and re-sealable plastic containers.*

*The eastern side of the kitchen is a buffet-style serving area. A shelf contains three large coffee carafes as well as a small 8-cup percolator. A messy table crowded with artificial sweeteners and powdered creamer stands next to the shelf.*

**Treasure:** Among the standard kitchen implements here, the characters can find a Japanese folded steel chef's knife hiding among the cheap warehouse club brand knives. The chef's knife functions as a masterwork dagger and is worth 315 gp. One of the drawers also contains a genuine silver serving fork worth 25 gp.

A locked cupboard (Disable Device, DC 20) contains a warehouse-club-sized tub of cherry jam and a packet of alchemical caffeine supplement. On the packet, someone has written with permanent marker, “1 tsp = 1 pot.”

If the PCs brew a pot of coffee with at least 1 teaspoon of the caffeine supplement, it takes 10 minutes to brew 8 *potions of cure light wounds*. These potions are tasty and energizing, but drinking three or more within an hour causes the imbiber to get the jitters, suffering a -2 penalty to attack rolls, Dexterity checks, and Dexterity-based skill checks for 4 hours.



# THE SHADOW MENACE

## PART 3

CR 2

**Creatures:** One of the pledges, an environmentally-minded bugbear, prefers the freegan lifestyle. While on expeditions outside the frat house, the bugbear rummages through garbage bins and alleys behind supermarkets to find free dinners (and sometimes interesting items). Today's plunder was slim, and the bugbear is supplementing his diet with some scraps from the kitchen. The loyal pledge attacks any intruders to enter the kitchen, and if he notices them in the hallway he ventures out to battle them, possibly catching them in combat with the thought eater.

### BUGBEAR FREEGAN

CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary*)

#### TACTICS

**Before Combat** The bugbear digs through the trash can intently, focused on his task.

**During Combat** The bugbear targets any enemies who mock him for his garbage-digging ways, then focuses on the nearest targets.

**Morale** Once the bugbear begins fighting, his bloodlust takes over and he fights to the death.

#### STATISTICS

**Combat Gear** handful of chicken bones (as caltrops), handful of gross trash (as marbles); **Gear** cast-iron pan (as morningstar), trash can lid (as small steel shield)

## E8. DINING ROOM

*Six wide tables stand in a row down the center of this hall. Ugly vinyl banquettes in a tedious green shade flank each table. To the north, curtains in matching green cover the tall windows. Two tables have been pushed against the windows to make room for a wooden keg.*

The windows are set into the brick of the building and have no means of opening. Characters cannot get into (or out of) the building this way without breaking the glass.

A group of decaying humanoids, their flesh gray and sagging, stand around the keg cheering on the individual currently doing a handstand on the keg. Creatures in **E8** can see into **E1** and vice versa through the open archways in the hall. Fortunately for the characters, the zombies here are making enough noise to cover any sounds of combat in **E1**.

## PART 2 AND 3

CR 2

**Creatures:** The pledges gathered around the keg are four zombies enjoying a night of fun, given the relative emptiness of the frat house.

The zombies notice if any intruders enter the room, but they don't attack immediately. Instead, they let down the current drinker (Chastity) and tell the interlopers that they can leave if they are able to beat her drinking time of 75 seconds. If they fail, the two biggest brutes of the group (undead siblings Warrick and Kelsey) will pound the intruders into the tile.

To attempt a keg stand, a character must succeed at a DC 10 Fortitude save to make it through the first 15 seconds. The character then must succeed at another Fortitude save with a +2 to the DC for every subsequent 20 seconds. A character who makes four consecutive successful saves beats Chastity's time and wins the contest.

**Development:** The zombies allow any or all characters to try the drinking game, but each character can only attempt the game once. If all the characters fail, or no characters wish to try, Warrick and Kelsey attack. If the characters win, the zombies slap them on the back, give them high fives, and return to their game.

Any character who attempted the keg stand, successful or not, will suffer a -2 penalty to attack rolls, saving throws, skill checks, and ability checks for the next hour as their stomach settles.

If the kobolds from **E1** enter this area screaming for help, the zombies will demand to know why the PCs are harassing the "geeks." They then challenge the PCs to the keg stand, but only allow one PC to try. If that PC loses, the zombies attack.

### ZOMBIES (4)

CR 1/2

XP 200 each

hp 12 each (*Pathfinder Roleplaying Game Bestiary*)

## E9. PERIODICALS

*A small desk stands against the east wall of this cramped chamber. The rest of the room is filled with sliding magazine racks, crammed with hundreds of issues.*

These periodicals are mostly fashion, gaming, pop culture, and sports magazines. The magazines are organized with an old-fashioned card catalogue that stands next to the desk. The cards are sorted by subject and use the Dewey Decimal system to identify individual magazines.

## E10. WASHROOMS

*Two washrooms stand side by side. The smell lingering in the air indicates that they are not regularly cleaned.*

Each washroom contains the expected amount of paper towels and toilet paper, and one contains a gel air freshener that has withered to a desiccated lump. Behind the washrooms stands a cleaning closet containing an assortment of mops, brooms, and detergents.

# THE GAMERS, THE SERIES, THE MODULE

## PART 2 OR 3

CR 3

**Creatures:** One of these washrooms is the home of Oliver, an ooze mephit. Oliver has had more trouble than most in learning to use the disguise properties of the Bewildering Rune of Owstev, and his drippy nature has left him relegated to the washroom. The mephit is lonely and, despite his own oozing appearance, disgusted by his surroundings. He threatens intruders if they enter, but halfheartedly. If the characters make any friendly overtures, Oliver is only too eager to talk.

Unfortunately for the characters, Oliver only wants to discuss current events and new releases, seeing them as a direct line to the outside world. He doesn't answer questions about the frat house, knowing that doing so will lead to him "hitting the books." With a successful Diplomacy check (DC 20), Oliver admits he's not always happy in the house, and hates his current residence, but insists he remains loyal to Sparkles.

**Development:** If the party uses the cleaning supplies to scrub down the washroom (a process that takes an hour), Oliver is overjoyed. They can also score points with him by suggesting that he move to the washroom in E6. In return, Oliver tells them a little about Sparkles: that he is a gremlin, and that his golem, Textbook, guards him at all times. Oliver knows there is a prisoner in the dungeon, but not who it is. He also tells the characters that they can likely find Sparkles in the dungeon, which can be reached by going through the basement.

At your discretion, Oliver can be found in any of the washrooms in the frat house, save for the clean one in E6.

If the characters don't befriend Oliver, the ooze mephit attacks.

## OOZE MEPHIT

CR 3

XP 800

hp19 (*Pathfinder Roleplaying Game Bestiary*)

## TACTICS

**Before Combat** If Oliver believes danger approaches, he attempts to summon another mephit.

**During Combat** Oliver fills the washroom with a *stinking cloud*, then tries to catch as many characters as he can in his breath weapon.

**Morale** If reduced to 5 or fewer hit points, Oliver throws himself on the characters' mercy. He begs for his life and tells them everything he would reveal if the characters had befriended him.

## E11. PROP CLOSET

*This roomy closet is filled with hats and jackets of all types, including sun hats, baseball caps, cowboy hats, capelets, denim jackets, ponchos, and rainslickers. Rubber boots sit next to evening pumps and high-top sneakers on the floor.*

Pledges may use these props when dressing for an expedition outside the frat house, or for roleplaying exercises within the house.

**Treasure:** With a successful Perception check (DC 12), a character finds a fringed suede jacket that functions as a suit of masterwork studded leather armor.

## E12. JIMMY'S ROOM

*The faint smells of grease and aftershave fill this comfortable bedroom. A bunk bed stands against one wall, its lower bed completely covered with junk. Electrical cords, paperback books, loudly checked jackets, and an uncountable number of socks can be spotted in the junk pile. More piles of clothes have been heaped on the floor, and movie posters from popular fantasy films cover the walls.*

## PARTS 2 AND 3

CR 1

**Trap:** Jimmy keeps his door locked with an average lock (Disable Device, DC 25; Jimmy has the key) and trapped with a *ward of glue seal*. Jimmy's ward is meant to keep snooping pledges from getting into his stuff, and so the trap is more annoying than dangerous.

## WARD OF GLUE SEAL

CR 1

XP 400

Type magic; Perception DC 26; Disable Device DC 26

## EFFECTS

Trigger touch; Reset none

**Effect** spell effect (*glue seal*<sup>ACG</sup>) on door. The door becomes coated with a thin layer of sticky glue that fastens it into its frame. Anyone touching the door must attempt a DC 11 Reflex save. Those who fail become stuck to the door (DC 11 Escape Artist check or combat maneuver check to break free). The door can also be freed from its frame with a successful DC 11 combat maneuver check or Strength check. A creature must succeed at a saving throw each time they attempt to open the door, otherwise they become stuck to the door. The glue effect lasts for 1 minute.

**Treasure:** Jimmy doesn't keep many valuables in his room, as most of his real treasures are locked away in the dungeon. With a successful Perception check (DC 25), a character finds a key ring hidden inside a disgustingly smelly sock in the junk pile on the bed. The key ring holds keys for the front door, the side door in area E6, and the keys to the dungeon.

## E13. STAGE

*A bowed glass window takes up the entire southern wall of this theater, but heavy red drapes cover every inch of the glass. In the southeast corner of the room is a curved stage. Piles of folding chairs stand against the walls, and an old upright piano has been pushed against the curtains.*

# THE SHADOW MENACE

## PART 2

CR 1

**Creatures:** Three youths stand on the stage rehearsing a song. They wear nearly identical outfits of ripped jeans, black combat boots, metal-studded leather belts, and black t-shirts. They are drow teens with night-black skin and white hair that hangs over their eyes in spiky layers. The drow have formed an emo band, *Death by Daylight*, and are practicing their incredibly depressing songs.

The drow don't show any interest in the heroes. If the PCs attack, the drow defend themselves, but otherwise they keep on rehearsing. The lead guitarist, Vilas, has an eye for the ladies and tries to make smoky eye contact with any attractive female characters who enter the room. Though the drow aren't violent, neither are they helpful. They ignore any interruptions unless a character gets right up on the stage, at which point they angrily demand to be left alone so they can rehearse.

The drow are talented, but their music is hauntingly nihilistic. Anyone who enters the room must succeed on a DC 12 Will save or suffer a -2 penalty to Charisma for the next hour as they ponder why they really care about life.

## EMO DROW (3)

CR 1/3

XP 135 each

hp 5 each (*Pathfinder Roleplaying Game Bestiary*)



## TACTICS

**During Combat** The drow pull really cool skull-headed stilettos from their boots (treat as daggers) and try to drive off the intruders. The drow are more concerned with injuring the characters and making them flee, rather than slaughtering them.

**Morale** If one of the drow dies, the other two fight with sudden seriousness. They flank the character who felled their friend, trying to put a quick end to them. If a second drow dies, the third surrenders. The surviving drow knows little information about the frat house, and can tell the characters only that the pledges here came from another world, that they are training to fit in for unspecified future missions, and that Jimmy Sparkles is their leader.

**Treasure:** In a cabinet near the stage, the characters find a flute, a banjo, and a triangle.

## PART 3

CR 3

**Creatures:** That night, popular student Courtland takes over the stage to drop her dirty beats. The elf has a knack for the DJ life and has attracted a gang of ratfolk groupies, who twirl glowsticks and gyrate on the dance floor. Courtland and the ratfolk know intruders cannot be allowed to roam the manor, and they attack the moment the characters arrive.

If the characters didn't deal with the drow band on their first pass through, the emo teens are in the audience dancing with the ratfolk. They join in the melee, and once two drow have been killed the third will flee.

## RATFOLK RAVERS (4)

CR 1/3

XP 135 each

hp 8 each (*Pathfinder Roleplaying Game Bestiary* 3)

**Combat Gear** candy necklace of blur (as potion of blur); **Other Gear** neon fur vest (as leather armor), sharpened glow stick (as dagger), shutter shades (grant a +1 bonus to Bluff checks)

## DJ COURTZ

CR 1

XP 600

Female elf bard 2

NE Medium humanoid (elf)

**Init** +1; **Senses** low-light vision; **Perception** +8

## DEFENSE

**AC** 15, **touch** 15, **flat-footed** 12(+2 deflection, +3 Dex)

**hp** 10 (2d8-2)

**Fort** -1, **Ref** +5, **Will** +2

**Defensive Abilities** elven immunities

## OFFENSE

**Speed** 30 ft.

**Melee** sharpened mic stand +4 (1d6+2/18-20)

**Ranged** vinyl discs +3 (1d6+2)



# THE GAMERS, THE SERIES, THE MODULE

**Bard Spells Known** (CL 2nd; concentration +4)

**1<sup>st</sup>** (3/day)—*auditory hallucination, cure light wounds, vanish*

**0<sup>th</sup>** (at will)—*dancing lights, daze, ghost sound, mage hand, prestidigitation*

## TACTICS

**Before Combat** DJ Courtz is spinning platters on the stage. She casts *dancing lights* regularly to activate a cool laser light show effect.

**During Combat** Courtz stays on the stage, where her *dancing lights* protect her, throwing vinyl discs at the characters. When an enemy closes to melee, Courtz casts *vanish* on herself and strikes her enemy from concealment.

**Morale** Confident in her ability to win, Courtz doesn't realize she's losing until it's too late. She fights to the death.

## STATISTICS

**Str** 14, **Dex** 15, **Con** 8, **Int** 14, **Wis** 8, **Cha** 15

**Base Atk** +1; **CMB** +3; **CMD** 15 (+2 vs disarm or sunder)

**Feats** Weapon Focus (mic stand)

**Skills** Bluff +7, Disguise +7, Perception +6, Perform (sick beats) +7, Perform (turntable) +7, Sense Motive +4, Spellcraft +7, Stealth +7; **Racial Modifiers** +2 Perception

**Languages** Common, Elven

**SQ** elven magic, keen senses, weapon familiarity

**Gear** sharpened mic stand (as rapier), vintage t-shirt, vinyl discs (8) (as small chakram)

**Special:** DJ Courtz has fitted the stage with mirrors that reflect her *dancing lights* and create a sweet laser light show effect. While on the stage, DJ Courts uses the light beams to dazzle her foes, granting her a +2 deflection bonus to AC.

## E14. POOL AND POOL HOUSE

*A concrete deck stretches to the east of the house, ringed by a wooden privacy fence covered in thickly growing ivy. On the north side of the deck, a wooden poolhouse stands next to a small gazebo also covered in ivy. On the south side of the deck, a kidney-shaped pool glimmers.*

## PART 2

**CR 1**

**Creatures:** Zayn, a nixie, relaxes in the pool at every opportunity. He's there now, lying back on a floating pool chair, sunglasses on regardless of the time of day. Zayn is a chill fellow and tosses the characters a peace sign when they enter this area. If the characters leave without disturbing Zayn, he continues his relaxing float.

If the characters speak with Zayn, they find him friendly but distant. He loves the prevalence of indoor water sources on Earth, and talks dreamily about the house he'll own one day

with hot tubs, salt-water pools, and an Olympic training pool. He doesn't know anything about Jimmy Sparkles' plans, but he says there was "some sort of commotion" in the basement recently, and that Sparkles was looking unusually nasty.

If the characters act rudely toward Zayn, he stops talking to them. If they enter the pool while dirty or clothed, or if they attack Zayn, he responds aggressively.

## ZAYN, NIXIE

**CR 1**

**XP 400**

**hp** 9 (*Pathfinder Roleplaying Game Bestiary*3)

**Combat Gear** sharktooth necklace; **Other Gear** sunglasses, swim trunks

**Treasure:** Zayn's *sharktooth necklace* is his prized possession, purchased from a street vendor recently returned from California. A character can use the *sharktooth* to add +1d6 piercing damage to a single melee attack. They may use this ability after they know whether or not they hit their enemy, but before rolling damage.

## PART 3

**CR 5**

**Creatures:** Zayn retires from the pool shortly after the PCs are captured, heading to his room upstairs for a hot bath. After Jimmy Sparkles returns, he awakens the gazebo in this area, a deadly guardian that waits patiently for its victims to draw near. The gazebo is an incredibly dangerous monster, but is hampered by its inability to follow anyone back into the house. Its size is too great for it to pass through the door.

## GAZEBO, LARGE ANIMATED OBJECT CR 5

**XP 1,600**

**N Large Construct** (*Pathfinder Roleplaying Game Bestiary*)

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception

## DEFENSE

**AC** 15, touch, flat-footed ( -2 Dex, +7 natural)

**hp** 52 (4d10+30)

**Fort** +1, **Ref** +0, **Will** -3

**Defense Abilities** hardness 5; **Immune** construct traits

## OFFENSE

**Speed** 30 ft.

**Melee** bite +10 (1d8+9 plus grab)

**Special Attacks** grab, trample (1d6+9, DC 18)

## STATISTICS

**Str** 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Attack** +4; **CMB** +11, **CMD** 20

**Treasure:** The poolhouse contains a kayak with a hole in its hull, several plastic oars (treat as clubs), life jackets (treat as padded armor), a length of rope with a lane marker on the end (treat as flail), and a bucket of chlorine tablets.

# THE SHADOW MENACE

## F. SECOND FLOOR

The upper floor of the Tri-Sig house is mostly bedrooms, washrooms, and a few study areas. Unless otherwise noted in the room description, the doors to bedrooms are locked with simple locks (Disable Device, DC 20).

Most of the bedrooms are empty, as the household members are out in the city or in other rooms of the house. At your discretion, a few kobolds or goblins could be asleep in their rooms. These are unskilled pledges without combat abilities. They cower and plead for their lives if threatened, and can be intimidated during an interrogation. The pledges can tell the characters that they come from another world, that they were promised power and riches as agents of a powerful individual whose name they do not know, and that Jimmy Sparkles is in charge. They also know that in Jimmy's absence, Tammy oversees the house. Her room is on this floor, but she spends little time there.

## Fl. STUDENT LOUNGE

*Overstuffed couches in a faded paisley print surround this lounge. Three brown corduroy beanbag chairs sit in sagging lumps on the ground, and a few crushed soda cans hide beneath one of the couches. Identical wooden doors ring the room, and a hallway heads east.*

### PART 3

CR 4

**Creatures:** One pledge currently lounges here, flipping through a fashion magazine and eating an enormous cherry Danish. This is Farine, a pretty teenaged girl with long black hair, ashy brown skin, and red eyes. Though technically undead, Farine has developed a fondness for the taste of cherry jam, thinking the taste delicious and the texture something like clotting blood. If the PCs obtained a jar of cherry jam from the kitchen and offer it to Farine, they can attempt a Diplomacy check (DC 25). On a success, Farine accepts the bribe and lets them pass. If they fail the Diplomacy check, or don't have any jam, Farine attacks.

### FARINE, VAMPIRE SPAWN

CR 4

XP 1,600

hp 26 (*Pathfinder Roleplaying Game Bestiary*)

### TACTICS

**During Combat** Farine uses her dominate ability on a character who seems tall and strong, preferably one carrying a melee weapon. She orders her new thrall to attack the party while she targets any character she sees casting a spell with her slam attack.

**Morale** If Farine is killed, she assumes gaseous form and returns to her room (the northwestern one on this floor) to reform in her coffin.

## F2. STUDENT ROOMS

*This four-person suite contains two bunkbeds, two long desks each with two office chairs, and four narrow wardrobes.*

These rooms are more or less identical. Ad-lib distinctive details if the characters make a thorough search, such as a poster of a local indie band, flyers for beer pong contests, or collectable action figures lining a shelf. One of the lower bunks in the northwestern room holds a coffin, the preferred resting place of Farine.

If the characters make a dedicated search of the rooms, it takes them an hour to do so. At the end of the search they may attempt Perception checks. The rooms contain five items of interest:

- A *chin-up bar of the bro*. Anyone who succeeds at a DC 12 Strength check completes a chin-up, and gains a +1 bonus to Strength and Charisma for the next hour. An individual may attempt a chin-up once per hour, and the bonuses do not stack.
- A *temporary tattoo of aid*. This tattoo, in the form of a stylized ankh, bestows the effects of *aid* upon the wearer for one hour.
- A masterwork aluminum baseball bat (treat as masterwork light mace)
- An '80s-style hot pink suit jacket with enormous shoulder pads (treat as padded armor)
- A pot of *vanishing cream* with two doses left. The *vanishing cream* takes 1 minute to apply and turns the beneficiary invisible from the neck up for 10 minutes.

If the characters succeed at a Perception check (DC 10), they find one of the items. For every 5 points by which their highest Perception check exceeds 10, they find another item. With a successful DC 30 Perception check, they find all the items, in whatever order seems appropriate.

## F3. STAFF ROOMS

*This cozy suite holds a double bed, a wardrobe, a desk, and an office chair. The suite looks into a small common area with a cluster of comfortable reading chairs around a coffee table.*

These rooms are where staff and important members of the fraternity would live, if Tri-Sig had a more formalized structure. As it is, a few sophomores stay here, as well as visitors from Fartherall. The rooms are seldom used and have nothing of value in them.

# THE GAMERS, THE SERIES, THE MODULE

## F4. TAMMY'S ROOM

*This room is much larger than the other suites on this floor. A queen bed sits in the center of the room, with a crumpled pile of quilts heaped atop the mattress. The walls are covered with posters of beautiful actresses as well as some art reproductions. Pink lightbulbs illuminate the room with a soft glow. In the northeastern corner of the room stands a vanity with a huge mirror; its surface covered in makeup.*

This room belongs to Tammy, the mean girl of the school and second in command after Jimmy Sparkles. Tammy isn't in her room at the moment, as she oversees Tri-Sig's operations from the basement. Her door is locked with an average quality lock (Disable Device, DC 25).

If the ratfolk ravers from **E13** try to escape from the adventurers, they race upstairs and bang on Tammy's door, yelling her name. They don't know Tammy isn't within the room, and after several fruitless moments of knocking, they turn around and make for the basement.

### PARTS 2 AND 3 CR 1

**Trap:** Tired of lesser beings messing with her aura, Tammy keeps her door trapped. Anyone opening the door without whispering the password "Tammy is the realest" triggers the trap.

### TAMMY'S TRAP OF UNFORTUNATE APPEARANCE CR 2

XP 600

Type magic; Perception DC 27; Disable Device DC 27

#### EFFECTS

**Trigger** touch; **Reset** none

**Effect** spell effect (*disfiguring touch*<sup>UM</sup>) on creature opening door. The creature may attempt a DC 13 Will save. On a success, the spell is negated. On a failure, the creature takes on an ugly or horrifying appearance, suffering a -2 penalty to Charisma for the next 2 days.

**Treasure:** Tammy favors expensive brand-name makeup. On her vanity, there are a half a dozen unopened packages of lipstick, eyeliner, and mascara, each one worth 25 gp. One tube of opened mascara is marked as *ultimate wide-eyed lash splash*. Anyone who takes a full-round action to apply the mascara gains a +1 bonus to Perception checks for one hour.

## G. BASEMENT

Most of this floor looks like a typical frat house basement, but there are more interesting rooms concealed behind a secret door. The entire west wing is a mocked-up city street, where the pledges can practice their outside mannerisms. A set of stairs leads down into this area from the beer pong room.

## G1. BASEMENT LOUNGE

*A plush purple sectional sofa takes up most of this room. Two matching lounge chairs and a fuzzy blue rug complete the décor. A flat-screen TV casts a constant blue glow, and an electric disco ball hangs from the ceiling, constantly spinning with a soft whirr. Colored shards of light scatter over the school and fraternity memorabilia hanging front he walls. A large pennant reading "Go Bisons!" hangs over a life-sized stuffed bison. Double doors lead west and two single doors are propped open to the south.*

### PARTS 2 AND 3 CR 3

**Creatures:** The first time the characters enter the room, the bison comes to life and attacks. This is the school mascot, a "battling Bison," animated as a guardian.

### BATTLING BISON CR 3

XP 1,600

Taxidermic creature herd animal (*Pathfinder Roleplaying Game Bestiary*, *Pathfinder Roleplaying Game Bestiary* 5)

N Large construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8





# THE SHADOW MENACE

## DEFENSE

**AC** 17, touch 9, flat-footed 17 (+3 natural, -1 size)  
**hp** 63 (6d10+30 size) (*Pathfinder Roleplaying Game Bestiary*)  
**Fort** +2; **Ref** +1; **Will** +2  
**Defensive Abilities** construct immunities  
**Weaknesses** wire frame

## OFFENSE

**Speed** 30 ft.  
**Melee** gore +10 (2d6+10) or slam +10 (1d8+10)  
**Space** 10 ft.; **Reach** 5 ft.

## TACTICS

**Before Combat** The bison stands motionless until an unauthorized creature enters the room.

**During Combat** The bison charges at the first person to enter the room and attacks relentlessly until it or the enemy is dead. Then it moves to the next nearest target.

**Morale** The bison fights until destroyed.

## STATISTICS

**Str** 25, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 3  
**Base Atk** +4; **CMB** +12; **CMD** 21 (25 vs. trip)  
**Skills** Perception +8

Also present in the room is Chet, a despondent domovoi. He reclines on one of the loungers, moping. Chet is obsessed with the 80s, a fact evident from his feathered hair to his acid-washed jeans. He stirs when the PCs enter the room, looking confused and then frightened when the bison attacks. Chet stays out of the combat, watching with vague interest.

If the intruders destroy the bison, Chet glumly congratulates them. “Wish it made a difference,” he says of their victory. “This is all totally bogus. Like, I just want to kick back and be excellent, you know? But everything’s so harsh now.” Chet goes on to talk with the PCs if they show any interest, lamenting how he used to watch 80s TV marathons all day and venture out to the thrift shops on the weekend. Now with Sparkles all in a twist, he’s not allowed to leave the frat house, and the TV is on the fritz. Chet knows he should be looking after the house, but he’s “just so totally bummed.”

If the PCs sympathize with Chet he thanks them for their kindness and wishes them a “totally mondo day”. With a successful Knowledge (engineering) check (DC 15), a PC can find the loose connection impeding the TV signal. If the TV is fixed, Chet is transformed. He enthusiastically tries to high-five the PCs (getting them to bend down if necessary) and tells them he is now “mellow-o-rama.” If the PCs mention anything about Jimmy Sparkles, Chet points them to the secret door, informing them, “He’s downstairs.”

If the PCs are rude to Chet he does his best to tune them out, though he’s clearly hurt by their comments. Then, on their later adventurers’ visit to this room, he will assume that outsiders are trouble just like Jimmy warned him, and will attacks. On the other hand, if the PCs are nice to Chet or fix his TV, Chet will be friendly to the adventurers as well. “Some earlier zeeks were primo cool to me, so I’m in a primo mood.” He will allow them to pass without a fight.

## CHET, DOMOVOI

CR 3

**XP** 800

**Hp** 27 (*Pathfinder Roleplaying Game Bestiary* 5)

## G2. LAUNDRY

*Three washers and three dryers stand against the walls of this room. A long table seems to be a haven for mismatched socks and one pair of extremely tattered boxer shorts. Under the table, cartons of laundry detergent and softener are stacked.*

This is where the pledges do their laundry, and the laundry of their superiors. With a successful Perception check (DC 20), a PC finds a gold coin wedged into a washing machine’s token slot.

## G3. GAME ROOM

*This room is a gamer’s dream. A leather couch sits before a widescreen TV with a three gaming consoles plugged into it. Comic books and manga fill one bookshelf, while another is crowded with roleplaying games and board games. A large table completes the room.*

## PART 3

CR 3

**Creatures:** Rogan, formerly a wolverine, hangs out in this room reading comic books. In Fartherall, Rogan was the animal companion of a druid who came to Earth in service of the Shadow. Unfortunately the druid soon left the frat house to join Greenpeace, abandoning his faithful companion. The Shadow used an elixir to give Rogan a more useful form, and the former wolverine especially appreciates having opposable thumbs. He attacks any intruders to disturb his comic binge.

If the PCs left the kobold gamers in **E1** alive, they will move down here when the lacrosse team displaces them. They will be playing *Shadejumper* with Rogan when the adventurers enter, and will aid Rogan in fighting the intruders, increasing the encounter CR to 4.

## ROGAN, MANIMAL WOLVERINE

CR 3

**XP** 800

N Medium monstrous humanoid (*Pathfinder Roleplaying Game Advanced Bestiary*, *Pathfinder Roleplaying Game Bestiary*)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

# THE GAMERS, THE SERIES, THE MODULE

## DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 25 (3d10+9)

Fort+3; Ref +5; Will +4

## OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee Non-trademarked hand blade replicas +4/+4 (1d4+2/x3)

Special Attacks rage

## TACTICS

**During Combat** Rogan will immediately rage, focusing his attacks on taking down the largest and most threatening intruder first.

**Morale** Rogan fights to the death.

## STATISTICS

Str 15, Dex 15, Con 15, Int 10, Wis 12, Cha 14

Base Atk +3; CMB +4; CMD 16 (20 vs. trip)

Feats Toughness, Two-Weapon Fighting

Skills Climb +8, Perception +4, Stealth +8, Survival +7

**Combat Gear** bag of d4s (as caltrops); **Other Gear** non-trademarked hand blade replicas (as masterwork punching daggers), first issue of *Enrageatrix*

## KOBOLD GAMERS (4)

CR 1/4

XP 100 each

hp 5 each (see *Pathfinder Roleplaying Game Bestiary*)

**Treasure:** Rogan's favorite comic series is *Enrageatrix*, which follows a one-armed freedom fighter with a bionic replacement arm who travels through the desert, bringing fierceness and hope to all she meets. He has the very first issue of *Enrageatrix* in his backpack. Anyone who takes 10 minutes to read the comic gains a +1 morale bonus to attack rolls and saving throws against fear effects for one hour. The comic can only grant its effect once per day per reader.

**Treasure:** A successful Appraise check (DC 20) will identify three comic books of particular rarity, each one worth 100 gp.

## G4. ROLEPLAYING STREET

*A mockup of a city street runs the length of this room. Painted houses and offices flank the ersatz thoroughfare, and a dummy dressed like a traffic cop stands in the middle of the road. Bright sunlight-grade lights hang from the ceiling.*

This room is concealed behind a secret door, which requires a Perception check (DC 20) to notice. Here, the pledges participate in drills and exercises to prepare them for leaving the house.

## PART 2

CR 4

**Creatures:** Tammy, head sister of Tri-Sig, waits here. Tammy has mastered the art of shapeshifting and enjoys practicing different forms. Right now she appears as an athletic Korean woman with short, dark hair, wearing an oversized hoodie over leggings and puffy boots. Her makeup and hair are impeccable and her clothing stylish. She knows every pledge by sight and knows full well that the PCs don't belong there. She will berate them, telling them that they'd better not make her late for her shift at GAP, before bursting into song.

## TAMMY, HARPY

CR 4

XP 1,200

hp 38 (7d10) (*Pathfinder Roleplaying Game Bestiary*)

## TACTICS

**Before Combat** Tammy moves behind the dummy for cover.

**During Combat** Tammy sings the peppiest, cheeriest, latest top 40 pop song. Anyone caught in her *captivating song* moves closer until they come within range of her melee attacks.

**Morale** If reduced to 7 or fewer hit points, Tammy will attempt to flee to the dungeon. Unfortunately, the beer pong mechanism takes too long for her to use, forcing her to fight to the death.

## STATISTICS

SQ shapechange (*alter self*)

**Gear** handbag with stud adornments (contains 25 gp, lip balm, a phone she uses mainly for Snapchat, and six different shades of lipstick; can be wielded as a morningstar)

## PART 3

CR 2

**Creatures:** A band of kobold jocks hang out here, drinking beer and taking turns beating up the traffic cop dummy. The kobolds are sensitive about their height, and while they attack anyone who enters, they will pay particular attention to anyone who makes fun of their stature.

The kobolds turned off the sun lights when they came in, and the room is quite dark. If the adventurers turn the lights back on, the intensity is enough to trigger the kobolds' light blindness.

If the PCs didn't kill Tammy on their first pass, she is here flirting with the jocks and joins them in battle.

## KOBOLD JOCKS (3)

CR 1/2

XP 200 each

Kobold brawler 1 (*Pathfinder Roleplaying Game Advanced Class Guide*, *Pathfinder Roleplaying Game Bestiary*)

LE Small humanoid (reptilian)

**Init** +1; **Senses** darkvision 60 ft.; Perception +7

# THE SHADOW MENACE

## DEFENSE

AC 15, touch 12, flat-footed 13 (+1 armor, +2 Dex, +1 natural, +1 size)

hp11 (2d10)

Fort +4; Ref +4; Will +0

Weaknesses light sensitivity

## OFFENSE

Speed 30 ft.,

Melee unarmed strike +3 (1d4+1)

## TACTICS

**During Combat** The jocks use their martial flexibility to gain the Combat reflexes feat and close with any strangers as soon as possible.

**Morale** The kobolds fight to the death.

## STATISTICS

Str13, Dex 15, Con 10, Int 8, Wis 11, Cha 12

Base Atk +2; CMB +2; CMD 12

Feats Improved Unarmed Strike<sup>B</sup>, WeaponFocus (unarmed strike)

Skills Perception +7, Stealth +7; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic

SQ brawler's cunning, crafty, martial flexibility, martial training

Gear wrestling belts and handwraps (as padded armor)

**Treasure:** The traffic cop dummy is dressed in an accurate uniform, complete with a shiny utility belt, which might come in handy for future adventures.

## G5. BEER PONG ROOM

*In the middle of the room, a table has been set up for beer pong. Ten glasses stand at either end of the table in triangle formations, six ping pong balls in a bowl between them. A door without a handle sits on the south wall.*

To protect the new dungeon level, Jimmy Sparkles constructed a special door lock. To open the door, three balls must be placed in alternating order in each of the three points of the beer cup triangles. On a successful Knowledge (local) or Perform check (DC 12), a character knows that beer pong is played with only one ping pong ball, not six. If the characters try to moving the cups, they find the three triangle points on each side are fixed to the table.

Two people can unlock the door by standing at either end of the table and dropping alternating balls into the triangle points. One person can unlock the door by standing at one end and tossing balls to the other end; this requires a successful ranged attack against AC 17.

The door has a hardness of 10 and 25 hit points.

**Story Award:** If the PCs successfully figure out how to unlock the door, award them 200 XP.

## G6. NEW PLEDGE BUNKS

*There are Eight bunk beds in this room. The sheets on each are torn and twisted, and there are claw marks on the bedposts.*

New pledges who haven't learned to disguise their form stay in this room, though none are currently here. With a successful Perception check (DC 15), a PC finds three shiny, palm-sized green scales in one of the beds.

## G7. KITCHEN

*A small kitchen contains two microwaves, two electric kettles, a coffee carafe, and a toaster oven.*

The characters can find low-quality dried foodstuffs (instant rice, noodles, condensed soup) in this room. If they have any of the alchemical caffeine supplement from upstairs, they can brew another pot of healing coffee here.

## H. DUNGEON

This level is where all the important rituals take place. It's the heart of Jimmy Sparkles' operation and contains the most dangerous creatures in the house. Breaking themselves out won't be easy for our heroes.

No "Part" subheading is listed for this floor. Opposition remains the same regardless of when the intruders reach this level.

## H1. MR. CLEAN CR 3

*The architecture changes noticeably on this level. The walls and floor here are made of poured concrete etched with runic symbols. The floor is painted red and antique-looking torch sconces—fitted with electric lights—sit in the walls. Two alcoves end in doors to the south, and a set of double doors lead east. The floor gleams, as if freshly painted.*

**Creatures:** The floor gleams due to Tri-Sig's pet, a gelatinous cube nicknamed "Mr. Clean." Jimmy doesn't actually know where the gelatinous cube came from. Shortly after he finished the dungeon, it just showed up. He keeps it around as it doesn't seem hostile and it makes a convenient garbage disposal. Every round the adventurers spend in this room, there is a 10% cumulative chance for one of their members to run into Mr. Clean. Once it detects organic matter, Mr. Clean zealously tries to eat the adventurer.

## MR. CLEAN, GELATINOUS CUBE CR 3

XP 800

hp 50 (*Pathfinder Roleplaying Game Bestiary*)



# THE GAMERS, THE SERIES, THE MODULE

## H2. LABORATORY

*Tools cover the workbenches here. Some, including screwdrivers, chisels, and hammers, are recognizable, while other twisted metal instruments are more obscure. Beakers and flasks fill the black metal stands, some containing colorful liquid.*

This is Jimmy's workshop, where he makes many of his magical inventions.

**Treasure:** The adventurers can claim a set of masterwork engineering tools from among the clutter. Most of the beakers contain inert liquids, although one bright red flask is filled with fruit punch. A successful Spellcraft check (DC 16) or a *detect magic* spell reveals a *potion of owl's wisdom* in one rack.

## H3. LIBRARY

*Mechanical schematics, runic outlines, and architectural drawings hang on the walls here. Two small shelves are lined with heavy, dusty tomes. A single lightbulb hangs from a string in the center of the ceiling.*

This is Jimmy's personal research library.

**Treasure:** The books here are magical in nature and written in Draconic. Studying the library for a period of ten days grants a researcher a permanent +1 bonus to Knowledge (arcana) checks and Spellcraft checks.

One of the schematics on the wall is of Textbook's construction. With a successful Knowledge (arcana) or Knowledge (engineering) check (DC 20), an adventurer recognizes the instructions for building a junk golem.

With a successful Perception check (DC 20), an adventurer also finds the schematic for creating the Nedlaw figure out of ice, including a detailed sketch of Walden's face. Jimmy has written a note to himself in the corner: "Next time, don't tell prisoners the secret plan!!"

## H4. RITUAL CHAMBER

*The walls of this enormous round chamber have been carved with rings of arcane runes. The floor is painted jet black, and in the center of the floor sits a gold-inlaid rune. The rune loops back and around on itself, dizzying to any viewer. A hum of energy seems to fill the chamber.*

This chamber contains the Bewildering Rune of Owstev. A successful Knowledge (arcana) check (DC 30) reveals the rune's purpose, though the adventurers immediately recognize the rune as the same one tattooed on the residents of this house. The rune is etched into the floor, and only extremely powerful magic can deactivate it. Scraping or scratching it (even pouring acid on it) does nothing.

## H5. CONFERENCE ROOM CR 4

*This incongruous room looks like a modern conference room. The walls are painted an inoffensive cream color. A watercolor of a flower arrangement hangs on the wall. A glass table surrounded by squishy black leather chairs holds sheaves of paper, two laptops, and several empty bottles of root beer.*

Jimmy's prize students are these three business majors, who are plotting ways to make money for the fraternity. They have been the most successful students this year at blending in with the Earth creatures: no one at the banking firm where they work has noticed anything out of the ordinary. **Creatures:** The three goblin business students cluster around the table, shouting "buy!" and "sell!" into phones at the top of their lungs. It was for this reason that Jimmy had the room soundproofed, and the goblins don't hear any commotion from neighboring rooms. They do hear the door open, though, and will screech "THIS IS AN IMPORTANT CALL" before attacking.

### GOBLIN BUSINESS STUDENTS (3) CR 1

XP 400 each

Male and female goblin rogue 2 (*Pathfinder Roleplaying Game Bestiary*)

NE Small humanoid (goblinoid)

**Init** +7; **Senses** darkvision 60 ft.; Perception +3

---

#### DEFENSE

**AC** 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)

**hp** 18 each (2d8+6)

**Fort** +2; **Ref** +6; **Will** -2

**Defensive Abilities** evasion

---

#### OFFENSE

**Speed** 30 ft

**Melee** 90s cell phone +5 (1d6+3)

**Ranged** beer bottle +5 (1d4+2)

**Special Attacks** sneak attack +1d6

---

#### TACTICS

**Before Combat** The goblins hear nothing in their soundproofed room, shrieking into their cellphones.

**During Combat** The goblins fling bottles at the adventurers and then charge, trying to bottleneck them in the doorway so the goblins can beat them with their cell phones.

**Morale** The goblins fight to the death.

---

#### STATISTICS

**Str** 15, **Dex** 17, **Con** 14, **Int** 14, **Wis** 7, **Cha** 6

**Base Atk** +2; **CMB** +3; **CMD** 16

**Feats** Improved Initiative, Weapon Finesse<sup>B</sup>

**Skills** Appraise +7, Bluff +3, Intimidate +3, Knowledge (local) +7, Perception +3, Perform (network) +3, Profession

# THE SHADOW MENACE

(business professional) +3, Sense Motive +3, Sleight of Hand +8, Stealth +12; **Racial Modifiers** +4 Ride, +4 Stealth

**Languages** Common, Goblin

**SQ** trapfinding

**Gear** '90s cell phones (as light mace), root beer bottle (improvised weapon), reinforced suit vests (as leather armor)

**Treasure:** The laptops on the table hold the goblins' school work—fantasy stock picks. The goblins were rehearsing how to purchase stocks on the phone (or at least how they think one purchases stocks). The laptops are older models but work fine, each one worth 500 gp.

## H6. TEMPLE CR 6

*This chamber has been painted a deep aquamarine, and a thick Persian rug covers the floor. Benches are set along the length of the room like pews, leading up to an altar made of glass. The smoky gray glass of the altar seems to reflect and refract light within itself, making the whole piece blurry and hard to look at.*

As far as Jimmy knows, The Shadow isn't a god, exactly. However, he never leaves anything to chance. Why *not* build a fancy chamber for contacting his master? As the adventurers enter, Jimmy has just closed a communication portal with the Shadow. The adventurers hear a whispery voice say "Now,

deal with this!" just as a vortex of shadows collapses to a pinpoint and disappears.

Jimmy turns to the adventurers with an evil grin. "Gladly," he croaks.

**Creature:** Jimmy is here, along with his junk golem, Textbook. Jimmy is a powerful fey creature called a hobkin malefactor, and possesses strange psychic abilities that have helped him ingratiate Tri-Sig into the local culture and make the local authorities more eager to look the other way. In addition, Jimmy's terrible hairpiece is actually a mobile and dangerous creature called an Animate Hair, and it aggressively protects its master.

## JIMMY SPARKLES

CR 4

XP 1,200

Male advanced hobkin gremlin malefactor (*Pathfinder Roleplaying Game Bestiary 5*)

NE Small fey

**Init** +7; **Senses** low-light vision; Perception +12

## DEFENSE

**AC** 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

**hp** 44 (8d6+8)

**Fort** +3; **Ref** +9; **Will** +7

**Defensive Abilities** out of phase; **DR** 5/cold iron



# THE GAMERS, THE SERIES, THE MODULE

## OFFENSE

**Speed** 30 ft.; minor levitation

**Melee** 2 claws +7 (1d4-1) or +1 *dagger* +8 (1d4 plus poison)

**Special Attacks** collateral damage

**Psychic Magic (Sp)** (CL 8th; concentration +11) 16 PE—*decrepit disguise* (1 PE, DC 14), *mindlink* (1 PE, DC 14), *anticipate thoughts* (2 PE, DC 15), *psychic reading* (2 PE, DC 15), *inflict pain* (3 PE, DC 14)

**Spell-Like Abilities** (CL 2nd, concentration +4)

**At will**—*dancing lights*, *ghost sound* (DC 12), *silent image* (DC 13)

## TACTICS

**Before Combat** Jimmy is speaking with the Shadow right up until the adventurers enter, and has no time to prepare.

**During Combat** Jimmy orders his hair to attack and begins to levitate up to the ceiling. He casts *inflict pain* on the first enemy to deal damage to his hair, and casts *anticipate thoughts* on the first adventurer to enter melee with him.

**Morale** Jimmy cannot fail the Shadow. He fights to the death.

## STATISTICS

**Str**8, **Dex** 16, **Con** 12, **Int** 13, **Wis** 12, **Cha** 16

**Base Atk**+4; **CMB** +2; **CMD** 15

**Feats** Improved Initiative, Weapon Finesse

**Skills** Acrobatics +14, Bluff +14, Intimidate +18, Knowledge (local) +12, Perception +12, Sense Motive +12, Stealth +18;

**Racial Modifiers** +4 Intimidate

**Languages** Aklo, Common

**SQ** frightener, psychic magic

**Combat Gear** small centipede poison (3 doses), craft glitter (3 vials, as *scroll of glitterdust*); **Other Gear** +1 *small dagger* (dose of small centipede poison already applied), enchanted Small three-piece suit (as *bracers of armor* +2), keyring with keys to all doors in the frat house

## ANIMATE HAIR

CR 1/2

XP 200

**Hp** 11 (2d8+2) (*Pathfinder Roleplaying Game Bestiary* 5)

## TEXTBOOK, JUNK GOLEM

CR 4

XP 1,200

**hp** 42 (4d10+20)

## TACTICS

**During Combat** Textbook roars, “TIME TO HIT THE BOOKS!” and attacks. That’s the only phrase it knows, and it’s programmed to repeat it at the start of a fight. It charges the first person to open a door. If Textbook is ever adjacent to two or more enemies, it disincorporates and uses its swarm attack.

**Morale** Textbook has its orders. It fights to the death.

**Special** If the adventurers noticed Textbook’s schematics in area **H3**, they can recall its weaknesses with a successful Knowledge (arcana) or Knowledge (engineering) check (DC 25), indicating Textbook is harmed by *arcane lock*, *hold portal*, *rusting grasp*, and *wood shape*.

## H7. STORAGE CHAMBER

*A shelf of square cubbies stands against the south wall. Two of the shelves hold backpacks, and the others contain magical paraphernalia. Blank swaths of vellum, preserved eyeballs, animal claws, and other such items crowd the shelves.*

This is supposed to be where prisoners are stripped of their belongings, but so few prisoners are taken here that Jimmy has been using it as a storage room. The door to the west is locked with a superior lock (Disable Device, DC 30), but Jimmy has the key.

**Treasure:** With a successful Appraise check (DC 20), an adventurer can lift 200 gp worth of spell components from the shelves. The backpacks contain mundane school supplies.

## H8. PRISON CELLS

*A long hallway lined with cells stretches ahead. At the end of the hall sits a larger cell crowded with humanoid figures. The sound of laughter, cheering, and rolling dice reaches your ears.*

Walden and his gaming group—the original PCs—languish here, waiting to be rescued by themselves. Once the adventurers reach here, they can free the PCs either with Jimmy’s keys, by picking the average lock (Disable Device, DC 25), or by breaking down the cell door (hardness 5, hp 10, break DC 12).

## CONCLUDING THE ADVENTURE

Once Jimmy Sparkles is slain and the PCs and Walden are freed, they may return to their ordinary lives with little fear of repercussions. Jimmy is a notoriously bad record-keeper, scribbling down notes constantly but compulsively tearing apart or burning his notebooks as readily as his other possessions. As a result, while The Shadow soon discovers his fraternity has been raided, he will lack any way of learning the PCs’ identities. The PCs may continue investigating The Shadow’s connections to PNU in further adventures, or lie low and hope someone else ultimately fixes the problem. Whatever their choice, their understanding of the world has forever been changed.

The adventurers prefer to keep their relationship with the PCs “strictly professional,” keeping their distance unless the PCs require them for further adventures.



# THE SHADOW MENACE

SECOND FLOOR

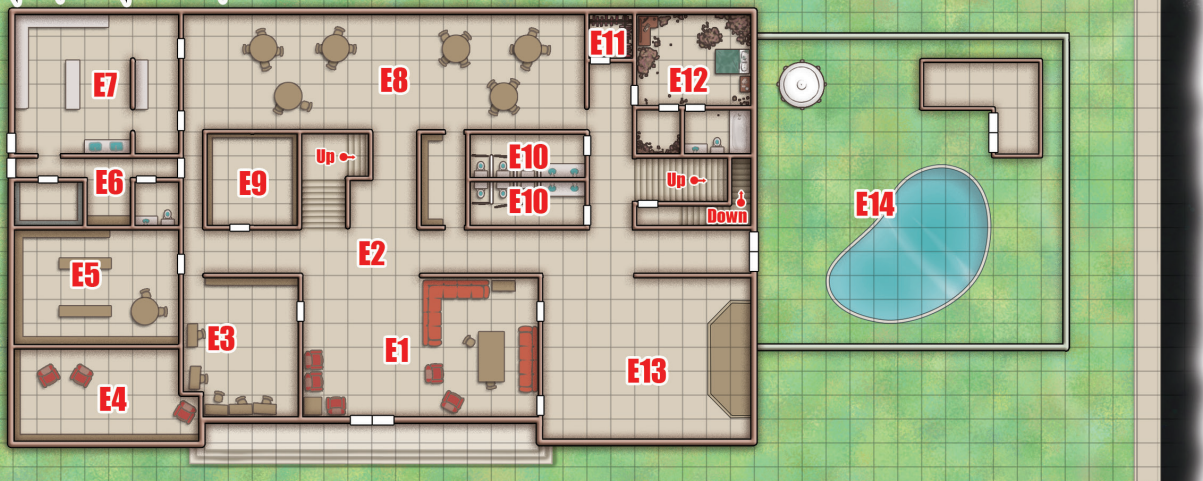


## TRI-SIGMA HOUSE



1 square = 5 feet

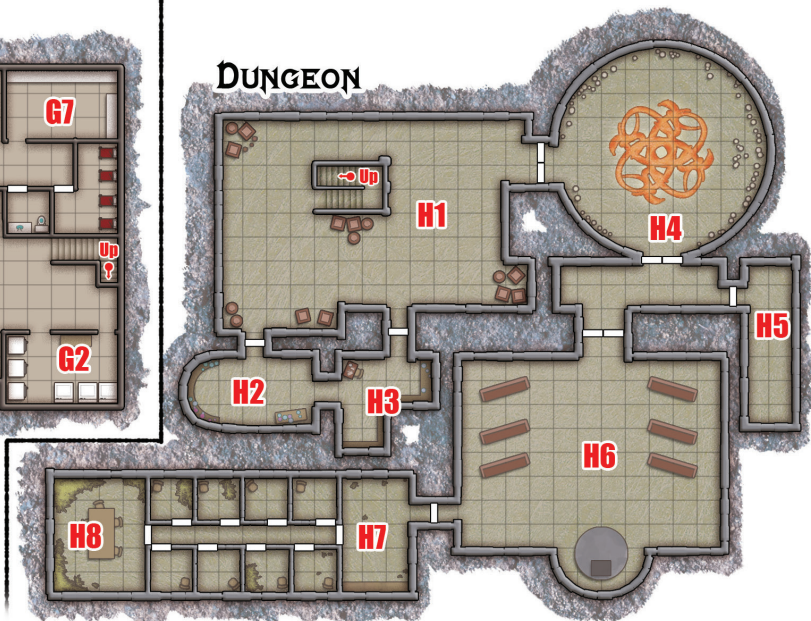
FIRST FLOOR



BASEMENT



DUNGEON



## THE GAMERS: THE MODULE: THE PLAYER CHARACTERS

### IMANI BOOKER, THE MATH MAJOR

NG female human cogitator (great detective)

**Init** -1; **Senses** Perception +5

#### DEFENSE

**AC** 10, touch 9, flat-footed 10 (+1 armor, -1Dex)

**hp** 13 (1d8+5)

**Fort** +3, **Ref** -1, **Will** +2

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 baseball bat (1d6+1)

Unarmed (1d3+1 nonlethal)

**Ranged** -1

#### STATISTICS

**Str** 13, **Dex** 8, **Con** 12, **Int** 17, **Wis** 14, **Cha** 10

**Base Atk** +0; **CMB** +1; **CMD** 10

**Feats** Power Attack, Toughness

**Skills** Disable Device +3, Knowledge (engineering) +6, Knowledge (history)+6, Knowledge (local)+6, Knowledge (nature)+6, Knowledge (religion)+6, Linguistics+6, Perception +5, Sense Motive +6, Sleight of Hand +3, Swim +5

**SQ** outthink, profile

**Languages** English, Latin

**Gear** baseball bat (as club), heavy jacket (treat as padded armor), backpack, chocolate bar, graphing calculator, hairpins (treat as thieves' tools), magnifying glass (+1 Perception to find small details), notebook, pencils

#### SPECIAL ABILITIES

**Outthink(Ex)** Six times per day, Imani can draw on her background knowledge and analytical mind to solve a problem, rather than brute force. In place of her normal bonus for a single attack roll, saving throw, skill check, or ability check, she instead makes a class level check, with a bonus equal to her Intelligence bonus (1d20+level+Int bonus).

**Proficiencies** Imani is proficient with unarmed strike, club, dagger, heavy mace, light mace, longsword, and short spear.

**Profile (Ex)** Imani gains a bonus on Sense Motive checks equal to one-half her class level (included above). Imani can attempt to analyze a crime scene as a full-round action by making a Sense Motive check against a DC equal to (10 + the perpetrator's CR). A successful check allows her to determine

the number of perpetrators, and the creature type of the highest-CR perpetrator. For every 5 points by which Imani beats the DC, she learns one additional piece of information about the perpetrator, such as gender, exact species or race, class levels, an ability modifier, or likely motive. Imani may only use this ability once per crime scene.

School could never hold Imani's interest. Her teachers took too much time explaining the obvious, and ultimately her mind would wander. She preferred mystery novels to keep herself occupied, devouring Agatha Christine and Walter Mosley while most of her classmates were tackling Charlotte's Web. Not until she reached calculus in high school did she find an academic subject that tickled her imagination the same was that mysteries did, and now at PNU she is an enthusiastic math major.

Imani is a bit of a know-it-all after a lifetime of proving herself to teachers who assumed she was lazy, however she relaxes easily around her friends. Despite her beloved major, she remains a sleuth in her own mind. With general education credits to earn, she prefers classes that broaden her general world knowledge and help her to connect more dots. Unfortunately, this morning her history class with her friends Walden and Trey, was interrupted. Walden had some kind of tantrum with the professor before storming out.

Her first RPG was *Shadejumper*; a noir future roleplaying game.





# THE SHADOW MENACE

## TREY MARTINEZ, THE ANTHROPOLOGY MAJOR

NG male human daredevil (headliner)

**Init** +2; **Senses** Perception +5

### DEFENSE

**AC** 15, touch 13, flat-footed 14 (+1 armor, +2Dex, +1 dodge, +1 shield)

**hp** 10 (1d8+2)

**Fort** +1, **Ref** +4, **Will** +2

### OFFENSE

**Speed** 30 ft.

**Melee** +2 replica Aztec axe (1d6)

Unarmed (1d3 nonlethal)

**Ranged** +2 replica Aztec axe (1d6)

### STATISTICS

**Str** 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 15

**Base Atk** +0; **CMB** +0; **CMD** 12

**Feats** Dodge, Weapon Finesse

**Skills** Climb +5, Diplomacy +6, Escape Artist +7, Knowledge (local) +6, Perception +5, Perform (oratory) +7, Profession (anthropologist) +4, Profession (performer) +4, Stealth +7, Survival +5



**SQ** born performer, dauntless surge, headliner talent (debunk)

**Languages** English

**Gear** replica Aztec axe (treat as throwing axe), dig fatigues (treat as padded armor), backpack, baggie of trail mix, 4 colas, garbage can lid (treat as light steel shield), 4 smoke bombs (treat as smokesticks), webcam (50% chance of needing a driver update)

### SPECIAL ABILITIES

**Dauntless Surge (Ex)** Trey can channel his confidence to pull victory from the jaws of defeat. Trey can use this ability to add +1 to any ability check, attack roll, saving throw, or skill check after the die has been rolled but before success or failure is determined. If he uses this ability to improve a saving throw against fear, the bonus is doubled. Trey can use this ability three times per day.

**Debunk (Ex)** Trey's skeptical nature grants him a +1 bonus on all skill checks and saving throws to overcome illusions or resist the Bluff and Disguise skills. If he sees through a deception, he may spend a standard action pointing out the flaws in an illusion, lie, or disguise, granting a +1 bonus to all allies within earshot to resist the same deception.

**Proficiencies** Trey is proficient with unarmed strike, club, dagger, heavy mace, light mace, short spear, and throwing axe.

Trey loves his family's history: his grandmother used to tell stories about her own grandparents fighting in the Mexican Revolution a century ago, and her tales of adventure aligned with his own love of comics and roleplaying games. When he left for college, Trey settled on anthropology as a major.

Trey is charming, and seems to get on well with everyone. He adopted this disarming persona a few years ago in order to overcome his own insecurity about his weight, and the affectation has simply stuck. He spent last summer on a school archeology dig in Zacatecas, where he discovered a bit of a thrill seeker inside his formerly timid heart. Now he secretly hopes that after college he can host a television show exploring Latin American culture. He makes occasional vlog videos about different cultures at his favorite coffee place, "Bean There, Done That," mostly because one of the baristas—Walden's longtime partner Harper—helps him with the technical aspects.

His first RPG was first edition of *Goblins and Grottos*.



# THE GAMERS, THE SERIES, THE MODULE

## JACOB KOHN, THE PRE-MED MAJOR

LG male human sensitive (medical expert)

**Init** +2; **Senses** Perception +2

### DEFENSE

**AC** 12, touch 11, flat-footed 11 (+1 armor, +1Dex)

**hp** 11 (1d8+3)

**Fort** +2, **Ref** +1, **Will** +4

### OFFENSE

**Speed** 30 ft.

**Melee** +1 kitchen knife (1d4+1, 19-20)

Unarmed (1d3+1 nonlethal)

**Ranged** +1

**Special Attacks** X

### STATISTICS

**Str** 12, **Dex** 12, **Con** 14, **Int** 13, **Wis** 15, **Cha** 8

**Base Atk** +0; **CMB** +1; **CMD** 12

**Feats** Combat Expertise, Skill Focus (Heal)

**Skills** Bluff +3, Diplomacy +3, Craft (painting minis) +5, Heal +9, Knowledge (history) +5, Linguistics +5, Profession (social work) +6, Sense Motive +6, Sleight of Hand +6

**SQ** intuition, medical expert talent (battlefield medicine), sensitive talent (faith)

**Languages** English, Hebrew

**Gear** kitchen knife (treat as dagger), Dad's army jacket (treat as padded armor), backpack, bag of cookies, campus safety intern keycard, extra d4s (treat as caltrops), holy symbol, medical kit (treat as healer's kit), notebook, pens

### SPECIAL ABILITIES

**Battlefield Medicine (Ex)** Jacob can Treat Deadly Wounds using the Heal skill as a full-round action. When he does so, he only expends one use from his medical kit.

**Intuition(Ex)** Jacob can trust his instincts to succeed in areas where he is untested. Three times per day, when he would normally make a skill check, Jacob can instead make a Wisdom ability check, adding a bonus equal to half his class level (minimum 1). Treat the results of this check as the appropriate skill check. Only skill checks that can be completed as a full round action or less can benefit from intuition. Instead of using this ability to make a skill check, Jacob can expend a use to gain a hunch about a situation or creature, learning information as if he'd just succeeded on a Sense Motive check to read a situation or examined a creature for three rounds with a *detect magic* or *detect alignment* spell.

**Faith (Ex)** Jacob's faith in a higher power occasionally pushes him and his allies to new heights. Five times per day as an immediate action, he may add a +2 bonus to a single ability check, attack roll, saving throw, or skill check made by

himself or an ally within line of sight. He may use this ability after the roll is made, but before success or failure is revealed.

**Medical Expert (Ex)** Whenever Jacob would normally drain a use from his medical kit, there is a 51% chance the use is not expended.

**Proficiencies** Jacob is proficient with unarmed strike, club, dagger, heavy mace, light mace, and short spear.

Jacob is a quiet kid with a love of gory horror movies and fantasy novels. His ultimate goal is medical school, but with his family's working-class finances he's dual-majoring in social work to eventually help pay for his medical degree. He's a little overworked and distracted, but still values the time he can spend with his friends.

Jacob does part-time work-study for campus security, and was almost late for a game today because of a report of a belligerent student in one of the humanities classrooms. While he doesn't respond to calls as an intern, he does have to handle the paperwork, and "belligerent student" is a very long form. His first RPG was the *Answer of Azathoth* modern horror roleplaying game.



# THE SHADOW MENACE

## HANNAH PAAR, THE CHEMISTRY MAJOR

CG female human enforcer (knee breaker)

**Init** +1; **Senses** Perception -1

### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 13 (1d10+3)

**Fort** +4, **Ref** +1, **Will** -1

### OFFENSE

**Speed** 3 5 ft.

**Melee** +3 improvised weapons (1d6+2 or 1d8+3)

Unarmed (1d3+2 nonlethal)

**Ranged** +2 baseball (1d4+2)

### STATISTICS

**Str** 14, **Dex** 12, **Con** 15, **Int** 13, **Wis** 8, **Cha** 10

**Base Atk** +1; **CMB** +3; **CMD** 14

**Feats** Fleet, Power Attack

**Skills** Climb +6, Craft (alchemy) +5, Intimidate +4, Knowledge (nature) +5, Profession (waitress) +3, Swim +6

**SQ** infamous, master of disaster, mettle

**Languages** English

**Combat Gear** 3 baseballs (treat as darts), sports pads (treat as leather armor), chemistry textbook (+2 to Knowledge [nature] checks regarding chemicals and alchemy)

### SPECIAL ABILITIES

**Infamous (Ex)** Hannah's reputation precedes her. She may use her Intimidate skill bonus for Diplomacy checks.

**Master of Disaster (Ex)** Hannah can wield almost anything as a weapon. She only suffers a -1 penalty for wielding weapons she is not proficient with, or with improvised weapons. Improvised weapons that she wields threaten a critical hit on a roll of 19-20.

**Mettle (Ex)** At the start of each day, Hannah gains a pool of 2 mettle, which she can spend to accomplish various deeds. She regains a point of mettle every time she rolls a natural 20 on an attack roll, a Will saving throw, a Strength check, or a combat use of a skill, to a maximum of 2 points.

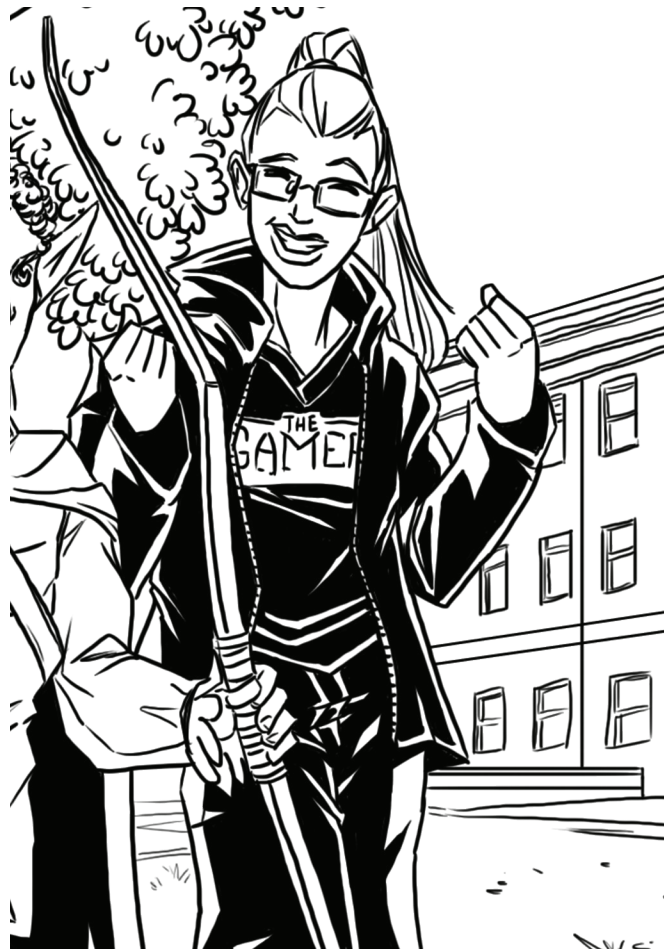
**Deed: Suck It Up.** As a move action, Hannah can spend 1 point of mettle to gain 1d6 temporary hit points. Temporary hit points may exceed her normal maximum, and last for 10 minutes if not lost through injury.

**Proficiencies** Hannah is proficient with unarmed strike, club, dagger, greatclub, hand axe, heavy mace, light hammer, light mace, light pick, longsword, morningstar, quarterstaff, rapier, sap, scimitar, short spear, shortsword, spiked chain, and throwing axe.

Hannah's never been the biggest girl around, but she's always been the toughest. Her social-climbing parents tried to push her into cheerleading in high school because of her perky personality, but Hannah's a hitter. Soccer, lacrosse, wrestling, and even football appealed to her a lot more than rhythmic chants, as much as she would've enjoyed spending more time around other pretty girls in short skirts. Chemistry isn't a passion for Hannah so much as a family business, and she's careless enough that she'll hurt herself in the lab soon if she doesn't start paying more attention.

Hannah's uncle owns a game store on the other side of the state, and it was he that taught her the joys of gaming. He helps her track down rare and quasi-illegal gaming materials, mostly for her friend Walden. Most recently she helped Walden track down the very rare *Battle Frogs Tabletop RPG*, only printed in Canada, and outlawed after several unfortunate injuries caused by its innovative diceless "Flex-Test™ task resolution system." This isn't the first time she's helped Walden get his hands on an illegal RPG manual, either. The boy has a problem.

Her first RPG was the *Big Eyes, Exaggerated Reactions* anime roleplaying game.



## THE GAMERS: THE MODULE: THE ADVENTURER ARCHETYPES

All values modify those of the player character controlling each adventurer.

### MAGELLAN, THE WIZARD

*Magellan is a powerful wizard possessed of mysterious arcane magic.*

#### DEFENSES

**Hit Point Pool** 16

**AC** +1

**Saving Throws** +0 Fort, +1 Ref, +3 Will

#### OFFENSE

**Melee** +0 attack, -1 damage

**Ranged** +2 attack

**Proficiencies** Magellan adds proficiency in all simple weapons.

#### SKILLS

**Skills** +3 to all Knowledge checks

**Feats** Combat Casting, Improved Initiative

#### SPECIAL

**Arcane Focus (Ex):** Once per day, so long as he has his staff, Magellan can channel arcane power to cast a single 1st-level spell, even if he doesn't know it.

**Cantrips** Magellan can cast any of the following spells at will: *daze*, *detect magic*, *mage hand*, and *prestidigitation*.

**Hydrophobia (Ex)** If reminded of his hydrophobia within 30 feet of a large body of water, Magellan is paralyzed for one minute.

**Spells** Magellan can cast any of the following spells once per day: *color spray*, *mage armor*, *magic missile*, *bull's strength*, and *scorching ray*. His caster level is 3rd.

**Wait, Wizards Can't Cast That (Ex):** Magellan can spend one minute studying his spellbook to cast one of the following spells: cure moderate wounds, detect evil, and lesser restoration. He may use this ability three times per day.

#### STARTING EQUIPMENT

Staff (quarterstaff), scrolls of *burning hands*, *detect thoughts*, *grease*, *magic missile*, and *major image*, spellbook

### PLAYER NOTES:



# THE SHADOW MENACE

## NEWMOON, THE ELF

*Elf used to be a class, you know. It's true!*

### DEFENSES

**Hit Point Pool** 27

**AC** +1

**Saving Throws** +1 Fort, +1 Ref, +1 Will

### OFFENSE

**Melee** +3 attack, +1 damage

**Ranged** +3 attack

**Proficiencies** Newmoon adds proficiency in all simple weapons, martial weapons, light armor, and medium armor.

### SKILLS

**Skills** +3 to Climb, Perception, Knowledge (nature), and Survival checks, and +5 to Perception checks

**Feats** Point Blank Shot, Precise Shot

### SPECIAL

**Elven Immunities (Ex)** Newmoon is immune to magic sleep effects and gains a +2 bonus on all saving throws against enchantment magic.

**Favored Enemy (Ex)** Newmoon gains a +2 bonus on attack and damage rolls against goblins, hobgoblins, and bugbears.

**Low-Light Vision (Ex)** Newmoon can see twice as far as normal in darkness.

**Show Up the Barbarian (Ex)** Once per day, after Rogar has failed a skill check or ability check, Newmoon may attempt the same skill or ability check with a +10 bonus.

**Track (Ex)** Newmoon adds +1 to all Survival skills checks made to follow tracks.

### STARTING EQUIPMENT

Longsword, longbow, 20 arrows, chain shirt armor

## PLAYER NOTES:

# THE GAMERS, THE SERIES, THE MODULE

## NIMBLE, THE THIEF

*Nimble doesn't want to steal things. He just needs to know he can.*

### DEFENSES

**Hit Point Pool** 23

**AC** +2

**Saving Throws** +1 Fort, +5 Ref, +0 Will

### OFFENSE

**Melee** +2 attack, +1 damage

**Ranged** +4 attack

**Proficiencies** Nimble adds proficiency in all simple weapons, plus rapier, sap, shortbow, short sword, light armor.

### SKILLS

**Skills** +3 to Appraise, Bluff, Climb, Disable Device, Perception, Sense Motive, Sleight of Hand, Stealth checks

**Feats** Weapon Finesse, Lightning Reflexes

### SPECIAL

**Evasion (Ex)** If Nimble succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

**Sneak Attack (Ex)** If Nimble flanks an enemy with another ally, or if he attacks an enemy who doesn't know he's there, he inflicts an extra 2d6 damage.

### STARTING EQUIPMENT

Two daggers, studded leather armor, thieves' tools

## PLAYER NOTES:

# THE SHADOW MENACE

## ROGAR, THE BARBARIAN

## PLAYER NOTES:

*Rogar is buff but slow on the uptake. He likes to show off, but rarely do the dice back him up well enough to do so.*

### DEFENSES

**Hit Point Pool** 34

**AC** +0

**Saving Throws** +3 Fort, +0 Ref, +1 Will

### OFFENSE

**Melee** +4 attack, +2 damage

**Ranged** -1

**Proficiencies** Rogar adds proficiency in all simple and martial weapons, light armor, and medium armor

### SKILLS

**Skills** +3 to Climb and Swim checks

**Feats** Cleave, Power Attack

### SPECIAL

**Comedy Gold (Ex)** Whenever Rogar rolls a natural 1, he embarrasses himself but gains 1d4 temporary hit points.

**Fast Movement (Ex):** Rogar's speed is 40 feet.

**Rage (Ex)** Rogar can begin raging as a free action. When he does, he gains 6 temporary hit points, an additional +2 to attack and damage in melee, a +2 to Climb and Swim skill checks, a +2 bonus on Will saves, and he becomes immune to fear. While raging, he can't use any Charisma, Intelligence, or Wisdom-based skills except Perception, and he suffers a -2 penalty to AC. Rogar can rage up to 10 rounds each day. He can stop raging at any time, and afterward is fatigued for twice as long as he raged.

**Uncanny Dodge (Ex)** Rogar can't be caught flat-footed.

### STARTING EQUIPMENT

Greatsword, hide armor



# ANACHRONISTIC ADVENTURES

**Prepare for Pulp  
Adventure!**

**Want two-fisted action?  
Dapper heroes with ESP?  
Strong-jawed adventurers who  
run in, guns blazing?  
Sophisticated great detectives?  
Then you want Anachronistic  
Adventures, the pulp genre  
toolbox that works seamlessly  
with the existing Pathfinder  
Roleplaying Game rules!**

**Available wherever  
RPG pdfs are sold.**

**OWEN K.C. STEPHENS**



# THE SHADOW MENACE

## THE GAMERS: THE SERIES: THE MODULE: THE SHADOW MENACE: THE CREDITS

**Written by** Crystal Frasier and Amber E Scott

**Produced by** Rogue Genius Games

**Developed by** Owen K.C. Stephens

**Edited by** Robert Kendzie

**Cover Art by** Jacob E. Blackmon

**Cover Design by** Lj Stephens

**Interior Art by** Jacob E. Blackmon

**Graphic Design and Layout by** Lj Stephens

**Project Management by** Lj Stephens

**Story by** Crystal Frasier, Amber E. Scott, Ben Dobyns, Don Early, Stan!, Lj Stephens, and Owen K.C. Stephens

**Rogue Genius Staff** Stan!, Lj Stephens, and Owen K.C. Stephens

**Special Thanks** to the Owners Operators and Staff of the AFK Tavern in Everett, WA,  
which is where we first dreamed up this idea  
– trademark and copyright for AFK Tavern belongs to them.

© 2016 Ludentes LLC, based upon original The Gamers story and characters created by Matt Vancil.  
Fatherall is created by Matt Vancil and used with permission.

Copyright for the Dead Gentlemen Logo is Dead Gentlemen

Copyright for the ZOE Logo is Zombie Orpheus Entertainment

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

### DESIGNATION OF PRODUCT IDENTITY:

The Gamers, Fatherall, Magellan the wizard, Newmoon the ranger, Nimble the thief, Rogar the barbarian, all Proper Nouns, all company names, all logos, all art, all maps, all graphic design elements, and all story elements without game mechanics are all declared Product Identity.

The Rogue Genius Games (RGG) company name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

### DECLARATION OF OPEN CONTENT:

With the exception of items declared Product Identity, any game mechanics are declared open game content.

Product Code: RGG0178

# THE GAMERS, THE SERIES, THE MODULE

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc.

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson

Pathfinder Roleplaying Game Core Rulebook, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenyon, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor,

and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet,

Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4, © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor

Pathfinder Roleplaying Game Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Authors: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Ben Bruck, Jason Buhlman, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide, © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenyon, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley

Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5, © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben MacFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Riggs, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Anachronistic Adventures © 2015, Rogue Genius Games. Author: Owen K.C. Stephens. Fnord.

**The Gamers; The Series; The Module; The Shadow Menace** © 2016 Ludentes, LLC; based upon original The Gamers story and characters created by Matt Vancil; Authors Crystal Frasier and Amber E. Scott; Developer Owen K.C. Stephens; Produced by Rogue Genius Games. If you got this far tell your GM you should be allowed one reroll of a failed saving throw, and point out "it's in the book."



# FIGHT THE SHADOW!



The story began in 2002 with the release of *The Gamers*, an rpg-comedy that first introduced the world to the threat of the Shadow! But surely that was all just a movie. It couldn't all be part of a real, multi-dimensional invasion, tied to the power of a long-lost roleplaying game, and a world of fantasy heroes and villains ... could it?

Now YOU are part of the story, as you take on agents of the Shadow, seek a lost friend and his lost games, and discover that the world you laughed at may, itself, get the last laugh, if you don't DO something. Become part of the story in a Pathfinder Roleplaying Game-compatible adventure ABOUT becoming part of the story. Because if YOU don't face the Shadow Menace ... who will?

An adventure for 4 characters of 1st-2nd level, which includes pregenerated hero options, and special Gamer templates for when art imitates life, imitating art.

## BECOME A GAMER!