

# *La Fresca*

## **Mall Directory**



**A collection of mini-mysteries for  
Public Access**

# WELCOME TO THE MALL

## THE MALL HAS IT ALL

### LA FRESCA MALL DIRECTORY

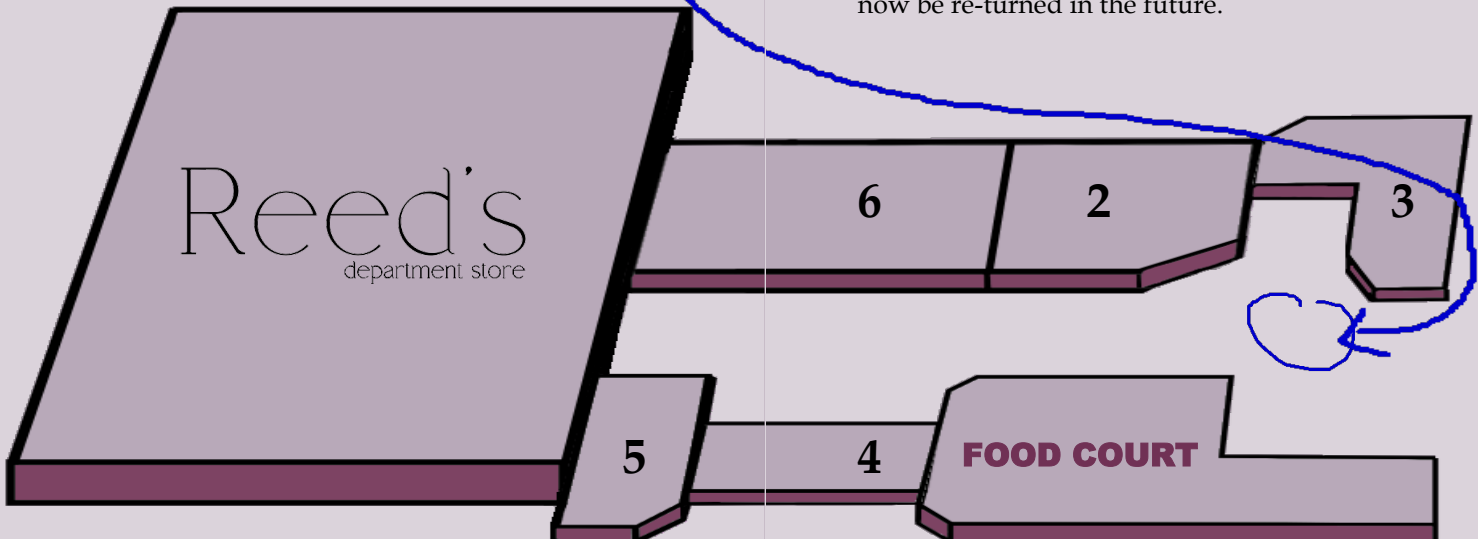
Once the premiere shopping destination in Degoya County, the La Fresca Mall is well past its prime but remains the only traditional shopping mall in the region. While still a mecca for consumers from all corners of the New Mexican desert in search of good deals and strong AC, not all is right with the Mall. Investigation by the Latchkeys might be the only way to determine the reason behind the Mall's strangeness.

The La Fresca Mall Directory is a collection of side mysteries united under an overarching mystery - The Mall Mystery. These mini-mysteries can be introduced and resolved at any time and do not count towards the limit of three active threats.

### SHOPS

1. **Reed's Department Store** by J Evan Parks
2. **Algernon's Pet Shoppe** by Raymond Rich
3. **MEGAcutz and MORE!** by Raymond Rich
4. **Mirage Antique Portrait Parlour** by Amanda Mullins
5. **Jay Vee Toys** by Aaron Sinner
6. **JICO Jeans Co.** by Amanda Mullins

*Odd&See Video Tapes by J Evan Parks*



### THE MALL MYSTERY

#### QUESTION AND OPPORTUNITY:

Why is the Mall a hotbed for horrifying activity? (4)

*Resolve this Mystery by cleansing the Mall of the horrors, appeasing whatever/whoever is responsible, or destroying the Mall completely.*

### MALL CLUES

- An abandoned oversized Reed's shopping bag containing (pick one: a massive hatched egg/a scale model of La Fresca Mall with a second floor/ a large collection of still-beating hearts/ something else) (Reed's Department Store)
- Detailed floor plans of one area of the mall, painstakingly drawn on an Etch A Sketch and prone to being accidentally erased when handled (Algernon's Pet Shoppe)
- A mannequin dressed to resemble someone previously established in one of the Latchkeys' Key prompts (MEGAcutz and MORE!)
- Reflections in the mall (mirrors, metal, water, etc.) all show an identical distorted figure (Mirage Antique Portrait Parlour)
- A classic Monopoly board with playing pieces resembling objects from the Latchkeys' Corners of the House. Its spaces are labeled with famous fictional locales, though in place of the In Jail space is the La Fresca Mall (Jay Vee Toys)
- The mall has recently been refitted with Geiger counters, all blaring simultaneously every day (JICO Jeans Co.)

### MALL MYSTERY REWARD

Each Latchkey can unmark a marked Key, which may now be re-turned in the future.

## SHOPPERS

**Julius, the Orange Julius Guy**, *a people watcher*

Long blonde hair covered by a blood-red beanie with gold studs. Sandals and purple painted toenails. Nobody knows his actual name. Always found sitting on a bench in the mall drinking an Orange Julius.

Quote: *"You would be amazed at the things people do when they think nobody is watching."*

**Gerri Lee Laudish**, *the 'fun' aunt*

The Rachel bob, heart patterned eye patch, lightly chewing an unlit cigarillo. Looking for the perfect gift for her 8-year-old niece that shows she's a cool aunt, but still doesn't forgive her sister. Only looking at age-inappropriate items.

Quote: *"I bet she'd like a cool knife or something. If it's good quality, that kinda thing could last her whole life."*

**Desdemona "Dizzy" Drumm**, *mall security*

Spotless uniform pressed and sharply creased. Starched Devilwood Security Systems baseball cap. Vintage combat boots. Carries a brick-sized hand radio that might be picking up crosstalk from a nearby airport. Uses colorful expressions that sound like profanity but aren't. Though technically staff, Dizzy's patrols take her wherever shoppers would be found and certainly anywhere they shouldn't be found.

Quote: *"These kids really grind my grumble. I swear, I catch that one spitting his gum on the floor again, and I'm gonna put my boot straight up the ol' whistler."*

**Matilda McGreer**, *professional mall walker*

Hot pink tracksuit. Wrist weights, pro-trainers, and the latest high tech pedometer. Eighty-five years young. Matilda trains nearly every day and absolutely hates getting stuck behind slow walkers.

Quote: *"With all these teens loitering around, you'd think this place was an obstacle course. I'm trying to beat a record, here!"*

**The Teens**, *mall rats*

Hoodies pulled low over pale faces. Strange music with unintelligible lyrics. Cryptic speech spoken in tandem interjected with discordant laughter. No matter where you are in the mall they seem to be standing behind you, laughing.

Some teenager names, if you need them: Joshua, Ryan, Matthew Ashley, Lauren, Brittany

Quote: *"They're troarding the faz. Imagine plicking at stally like that." \*uproarious laughter\**

## LOST & FOUND (SECURITY DESK)

At any time a Latchkey visiting the Lost & Found can trade an unmarked item from their Corner of the House with one on the list. There must always be four items in the Lost & Found

- A sweatshirt inexplicably covered in sawdust
- A water bottle with the nozzle heavily chewed
- A cheap imitation Rolex stopped at 2:22
- A purple velvet dice bag full of teeth

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The La Fresca Mall Directory was created by **Amanda Mullins, J Evan Parks, Raymond Rich, Aaron Sinner**, and contributions by **Jack Hargreaves**.

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# VISIT THE FOOD COURT

Delicious meals!  
Real tables!  
Live music!



Refreshing smoothies and deep fried,  
hand battered local fish!

Available at the combination

## Orange Julius / Fish a la Fresca

2 piece battered flathead catfish + fries  
with 2 medium smoothies **9.99**

Nostalgic move prompt:

What about this mall reminds you of when times were simpler?

2 piece extra crunchy bluegill + fries  
with 2 medium smoothies **9.99**

Nostalgic move prompt:

What about this mall brings back a forgotten memory?

Popcorn white sands pupfish + fries  
with 2 medium smoothies **9.99**

Nostalgic move prompt:

What about this mall fills you with dread?

\* Player defined clues from these nostalgic moves can be used for the Mall Mystery



## sbarro Deluxe Special 15.99

Each Latchkey can only order the Deluxe Special once.

Gain the Condition: Stomach Cramps.

The Condition remains until you turn The Key of Consumption



You have unlocked **The Key of Consumption**.

To turn the Key:

Narrate a time when you satiated a burning desire  
and the results were less than ideal.

# Reed's

department store

*Reed's Department Store, a proud sponsor of the La Fresca Phantoms, is your one-stop shopping destination. Grab a cappuccino while perusing new cast irons! Find your signature scent while shopping for sofas! No need to keep up with the Jones when you can find all the products and services you need for modern living here in Reed's Department Store, a local institution since [REDACTED]. Phantoms Fight!*

A yellowing flier hanging from a bulletin board by the mall entrance catches the Latchkeys' eyes. A young girl went missing in the Reed's Department Store, Penny Jean-Chase. The Xeroxed image of the girl, faded and damaged over several copies, locks eyes with you with a blank innocent smile. There's no date or contact information on the flier.

### QUESTION AND OPPORTUNITY:

How do we save Penny Jean-Chase? (2)

*Resolve this Mystery by liberating Penny from Reed's by any means necessary.*

### REED'S DEPARTMENT STORE

Head-on, a normal department store. Two entrances, through make-up & perfume, or home goods, just further on either menswear or women's clothing. As you venture deeper, things get kaleidoscopic. Departments shift when out of sight and the products become increasingly niche and otherworldly, but it all maintains an otherwise mundane atmosphere. There is no end to the Reed's, you can shop forever and find everything you need. Just don't forget the way you came in.

To leave Reed's, a Latchkey can roll +Reason to remember the way out. On a 10+, you can leave just fine. On a 7-9, take the Condition: Infinite Products = Infinite Possibilities, and you find the exit. On a miss, roll the Night Move.

### Deep Departments

- Spell Supplies *"For the Modern Wiccan"*
- Extraterrestrial Skin Care *"Stay Gray"*
- Luciferian Literature *"Vexilla Regis Prodeunt Inferni"*
- Implements *"Accomplish Your Tasks"*
- Mineral Deposits *"Take Your Pick"*
- Esoteric Eyewear *"See Beyond Sight"*
- **Paint the Scene:** *What strange department do you stumble upon? What kind of products are available?*

*More than you could ever need,*

*you can find it at Reed's.*

#### **SIDE CHARACTERS**

**Penny Jean-Chase**, *lost in the Reed's*

Blond hair, brown eyes, chipped front tooth. Always quick to run off when she spots something she's looking for, and once out of sight from the Latchkeys, she's gone. Anytime the Latchkeys find her, she's a different age.

Penny can never die permanently while within Reed's, no matter how brutally or peacefully she goes. Once she's gone, the Latchkeys will eventually stumble upon her at a different age.

Until the Latchkeys complete this mystery's opportunity, Penny cannot find the exit to Reed's. If directly led, she either runs off in pursuit of something she's looking for, or the exit isn't where you remember it.

#### **Young**

Wide-eyed and filled with pure excitement, blue frilly dress. So many cool things to see in the Reed's. Looking for something to play with.

Quote: *"My mommy? I don't know! I saw a new Lucy doll and wanted to play with her hair. There's so many fun toys here!"*

#### **Teenaged**

Angsty. Blue crop top, cargo pants, heavy make-up, carries a baseball bat. Looking for a way to fight back.

Quote: *"Are you just gonna stare at me like an idiot, or are we gonna fucking tear a hole straight out of here?"*

#### **Middle-aged**

Blue cardigan, chinos, sensible shoes. Wants to get out, but has accepted her lot. Looking for normal living supplies.

Quote: *"I haven't seen the sun since, well, for some time now. At least there's tanning beds in the A Whole New You department."*

#### **Elder**

Deep wrinkles and deeper scars, blue sunhat and cream colored muumuu, walks with a cane, prone to coughing blood. Looking for a place to die.

Quote: *"Look out for what's lurking within. There's no hope. No escape. Not for me anyways..."*

#### **MOMENTS**

- Out of the corner of your eye, a minotaur stomps down an aisle not too far from you. Looking directly, it is no longer there.
- A scream from much deeper in the store, a mixture of pure terror and delight. Another satisfied customer.

#### **CLUES**

- What used to be a large wok, folded into an origami crane
- An empty cardboard box for a product called Pan Doras
- A six-inch severed human(?) finger stuffed inside a pillow
- Yellow paint tracing a trail, but spins off into spirals
- NO HOPE, NO FAITH, NO ESCAPE
- A missing person poster with a photograph from the 1900s
- A bottle of Chanel No. 5, smells like cadaver
- A massive reptilian scale, strips of flesh still hanging off
- Three security cameras pointed at the same spot
- A leash and collar built from men's ties, chains, kitchen wash cloths, and carbon fiber

#### **REWARDS**

- A Mall Clue
- Each Latchkey gains an item from one of the deep departments. Ask a fellow Latchkey what it is, and add it to Your Corner of the House.

Reed's  
department store

# Algernon's Pet Shoppe

*Your one stop shoppe for  
all creatures great and small!*

The Latchkey with the highest Reason (or Keeper's choice) spots four rats dragging a soldering iron through the mall by its cord like a team of sled dogs. They seem to be actively avoiding the notice of mall patrons, using benches and potted plants for cover. Before the Latchkey can point them out to anyone else, they duck inside a pet store and disappear from view.

**Paint the Scene:** *Pet stores are usually full of cacophonous animal noise, especially in shopping malls, but this one is strangely quiet. What gives you the indication that the few animals here are more contented residents than products to be sold?*

## QUESTION AND OPPORTUNITY:

What are the hyper intelligent rats of Algernon's Pet Shoppe planning? (2)

*Resolve this Mystery by foiling or assisting the rats in their scheme.*

## ALGERNON'S PET SHOPPE

Clean and tidy, especially for a pet store. Well stocked with pet supplies and organized rather intuitively. A cluttered back room with shelves of books, a wall of televisions, and a working VCR.

- x If the Latchkeys watch an Odyssey Tape here, immediately afterwards, they may exchange a point of Reason for a point of Composure or vice-versa, to a maximum of 3 and a minimum of -3. Any Latchkey who makes the exchange gains either the Condition: Ignorance is Bliss or Too Much Information. These Conditions can be subsequently cleared in the usual fashion.

## THE RATS

*Hyper intelligent and annoyed at your dumb existence.* Fugitives from a research laboratory somewhere in La Fresca, these rodents are considerably smarter than your average rat. They are well aware of their gifts as well as their limitations, and take great strides to mitigate the latter wherever possible. While they lack the capacity for human speech, they can communicate through a variety of methods, including writing in multiple languages, pointing at words or pictures, and Morse code.

Some rat names, if you need them: Lucy, Nico, Abby, Bub, Lily, Sam.

## MOMENTS

- A rat is seen climbing into its cage and closing the door behind it.
- Shiny plastic letters for a black countertop letterboard, carefully sorted.

## SIDE CHARACTERS

**Wynn Clauson**, *a bored employee*

Greasy hair matted with sweat. Blue smock with a pricing gun dangling from one pocket and a roll of paper towels sticking out of the other. Listlessly dragging a broom and dustpan like a ball and chain.

Quote: *"I don't know if Algernon is, like, the original owner or if it's like a made-up name for branding, but, whatever, there ain't no Algernon here."*

**Benton Parks**, *keeper of the secret*

Rumpled windbreaker. Pockets full of plastic bags containing chopped hard-boiled egg, dried fruit, and raw baby carrots. Chainsmoker. Gladly runs errands for the rats because it gives purpose to his lonely hours.

Quote: *"No, just browsing. Killing time, as they say. If you're lucky enough to retire, you'll find you've got a lot of time on your hands, too."*

## CLUES

- A supposedly ultrasonic flea collar that emits an ear-piercing whine when activated, clearly audible to everyone nearby
- Pomegranate-scented pet shampoo with an alligator on the bottle, a crown of magenta bubbles on its head
- A water bottle suspended upside-down in an unusual place
- An empty snake terrarium with an Ace of Spades card left floating in the water bowl
- A spring-loaded mousetrap, discovered the hard way
- An illustration of Stuart Little rowing his canoe, torn from a children's book
- A rodent cage lined with cedar chips and loose pages torn from *The Anarchist Cookbook*
- Six tiny makeshift knives arranged around a whetstone
- A parakeet suddenly screeches, "Warning! Containment Level breached! This is not a drill!"
- Two spiked dog collars connected by a single chrome chain

## REWARDS

- A Mall Clue
- A new pet that may or may not be hyper intelligent. Only time will tell. Either way, add it to Your Corner of the House.
- The rats owe you a favor, either as repayment for assistance or extracted as terms of conciliation. When you call it in, they will provide you with a shoebox containing a Clue. Tell the Keeper what it is.
- A memento. Have a fellow player describe it and add it to Your Corner of the House. (All players can take this reward if they choose).

# MEGAcutz and MORE!

*Change your look, change your attitude, change your fate! Visit one of our many convenient locations to make an appointment today!*

A Side Character from a previous or concurrent Mystery suddenly stops returning the Latchkeys' calls. The last time they spoke, the Side Character mentioned an upcoming appointment at MEGAcutz and MORE! in La Fresca that they planned to re-schedule.

**Paint the Scene:** *The salon is abuzz with gossip regarding celebrity relationships and local news. What do you overhear and how do you know a darker truth hides behind public perception?*

## QUESTION AND OPPORTUNITY:

Who has your friend or ally become? (2)

*Answering this question unlocks the opportunity to locate and reconnect with this person in their new identity or form.*

## MEGAcutz and MORE!

Chrome chairs with plush burgundy cushions, mirrors on every wall, brooms and dustpans ready and waiting to collect what gets removed.

## SIDE CHARACTERS

**Calliope Le Fanu**, a stylish stylist

Long hair tied in a complex braid like traditional knotwork, twisted front backless halter top, jodhpurs, brown leather riding boots polished to a reflective sheen.

Quote: *"A true artist never blames their tools or materials. I'm going to do something you've never dared consider, and you're just going to love it!"*

**Ace**, a makeover magician

Tuxedo jacket with tails, kitschy bow tie, performs minor sleight-of-hand tricks for mild amusement. Will solicit jokes from customers and staff alike when otherwise engaged in beautification efforts.

Quote: *"When we're done, your own mother won't recognize you. You'll be ready to vanish into witness protection. Your new life begins... now."*

**Maud Abrams**, a very demanding customer

Floral print polyester house dress, faux pearl necklace, giant mauve cloche. Insists she had an appointment and has been waiting for a completely unacceptable length of time.

Quote: *"Whatever happened to Laszlo? He always knew what I wanted without this kind of interrogation. These new colors look cheap and tawdry. I'm a classic beauty, like La Pietà."*

## MOMENTS

- A satisfied customer shrieks with joy at their reflection revealed.
- The chemical smells of bleach, antiseptic, and aerosol spray.

## CLUES

- Appointment reminder cards already made out for a future date
- A pair of bloody shears, hastily hidden
- Shorn clumps of (pick one: fur/fabric/feathers/something else)
- A disinfecting jar full of blue liquid with something inexplicable floating within
- Eyeshadow in a strange shade that sends a chill up your spine
- A binder of sample headshots including (pick one: an autopsy photo/an oversized tarot card/a surveillance photo of a Latchkey taken yesterday/something else)
- Gossip regarding a private conversation between two Latchkeys
- A plastic bag of hair and nail clippings labeled "Poppet Stuff"
- Soiled towels that smell strongly of pine resin and peat moss
- A fresh live lobster tank in an unusual location

## REWARDS

- A Mall Clue
- Each Latchkey gains a coupon for a "Free Makeover!" This can be redeemed to change appearance or clear a physical Condition, but comes with an appointment reminder card at which time the results will be undone if not renewed.

# Mirage Antique Portrait Parlour

*Antique photos of you and your loved ones! You can be anyone you want from any period you wish with a touch of history that can never die.*

There are stories of people disappearing after visiting Mirage Antique Portrait Parlour. People seem to remember only vague details about their family or friends that have vanished, as if they took all solid memories of themselves with them.

**Paint the Scene:** Describe one of the parlour's old-timey photo setups. What about it makes you feel unstuck from time when you're standing in it?

## QUESTION AND OPPORTUNITY:

What is causing people to disappear, and how can they be returned? (4)

*Resolve this Mystery by destroying the offending item, stopping the ritual, OR ending the process, and (if possible) bringing back the victims.*

## MIRAGE ANTIQUE PORTRAIT PARLOUR

Shelves brimming with costumes, props, and backdrops for every era you can think of. An exquisite old-fashioned mirror with gold filigree leans against a wall. The current photo space setup is a musty library with books and maps. An oversized vintage camera waits on a tripod for its subjects.

## MOMENTS

- A camera flash briefly illuminates something that wasn't there before.
- The mirror shows a different reflection than it should - a different time or place.

## SIDE CHARACTER

**Preston**, a shop employee

Tall, handsome, and eager. Preston is a dedicated employee and the shine hasn't worn off. Wears a different costume every day:

- a red ruffled showgirl dress with a shocking amount of thigh
- a matador cape with an open chest and fringed leggings that leave nothing to the imagination
- a crown of gold vines and a translucent flowing Grecian robe (au natural underneath)

Quote: *"You look like a group that is positively gagging to be old-timey cowboys in the Wild West or maybe stylish Victorian peers? I'm happy to help you with whatever you need - I aim to please!"*

## CLUES

- A top hat embroidered with "El Paso Haberdashery, 1882" on the inside brim is marred with bloody fingerprints
- A package of apple seeds from Moonlight Vale
- A pocket contains a handful of warm stew and a stick of butter
- All the prop clocks are full of bees
- A paper party hat from Calamity Raccoon's Good Time Pizza Farm smells of ammonia
- A postcard painted with a lighthouse says: "Brindlewood Bay - wish you were here! April 31, 1907"
- A Side Character from a previous/concurrent mystery is visible in the background of many photos
- A prop ray gun is pinned with the note "DANGER - do not use."
- A faded photo of a group in Victorian garb, noted "H. H. 1864."
- An old newspaper clipping from the Arkham Herald shows the ad "camera for sale, used once, must go."

## REWARDS

- A Mall Clue
- The antique mirror (if still intact). Add it to Your Corner of the House. *Once per mystery you can gaze into your reflection. Roll with Sensitivity. On a 10+ the mirror reveals a new Clue related to the mystery at hand. Say what it is. On a 7-9 you see a Clue but your reflection does something horrifying. Take the Condition: Wrong Side of the Mirror. On a miss the mirror shatters. Take the Condition: Seven Years Bad Luck.*
- The vintage camera (if still intact). Add it to Your Corner of the House. *This camera is digital. Once per mystery you can take a photo of a Side Character. Roll with Sensitivity. On a 10+ the photo reveals a secret about the Side Character. This secret can be used as a Clue for any mystery the character have been involved in. On a 7-9 the photo reveals a secret but the Side Character will no longer trust or engage with the Latchkeys in good faith. Take the Condition: Marked by Side Character. On a miss the Side Character reacts negatively to having their photo taken and will take opportunities to put the Latchkeys in danger.*
- Preston becomes a recurring Side Character. Roll with advantage when asking him about clothing, costumes, style, or sexy gossip.
- A memento. Have a fellow player describe it and add it to Your Corner of the House. (All players can take this reward if they choose).



# JAY VEE TOYS

Eye-catching due to its bright primary colors lit with neon lights, Jay Vee Toys has been a fixture of the La Fresca Mall for as long as anyone can remember. Degoya County children are as captivated by the toy store as their parents are disdainful of it. Perhaps that's why so few have noticed the rear of Jay Vee Toys holds an ancient, decrepit well, for all appearances as if the toy store and mall itself were constructed around it.

## Pose the following to the Latchkey of your choice:

*Your parents always hurried you past Jay Vee Toys. Though you have never been inside, what vivid image is at the center of your childhood yearning to visit the store?*

A child on a Deep Lake street corner distributes coupons for Jay Vee Toys. The official Jay Vee Toys logo accompanies a teddy bear drawing and handwritten text, photocopied:

## JAY VEE TOYS



Come to Jay Vee Toys at the La Fresca Mall and walk out with any one item! Offer can only be claimed by groups of 2+.

## QUESTION AND OPPORTUNITY:

What troubling task or sacrifice do the children of Jay Vee Toys seek of you? (Complexity: 2)

*Resolve this Mystery by granting the children what they desire OR by denying them and ensuring their grim needs will remain unmet by others.*

## THE CHILDREN OF JAY VEE TOYS

There are no adults to be found in Jay Vee Toys, only prepubescent children who wander the aisles. They engage the Latchkeys in conversation, coaxing them to explore the toy store, but speak to each other only in high-pitched, sing-song baby talk. Some example phrases:

"Wee wah doo naa naa ko loo go."

"Yoo nye boo tee way lah."

"Mee moh lah wah kah too."

Some names of children in Jay Vee Toys, if you need them: Caitlin, Cody, Tyler, Ashley, Amber, Nick, Morgan.

## MOMENTS

- In the front of the store sits a display table upon which live weasels run loose, weaving between grapefruit-sized plastic balls. Periodically, a ball opens Pac-Man style to envelope one of the weasels.
- The same six seconds of deep-throated yodeling repeatedly resound from a nearby aisle. Moving around the store, though, you can never identify the toy issuing the yodel.
- Visible behind the vacant registers is a shelf full of Cripple Me Elroy dolls, a prune-faced monster with detachable limbs. All the rage last Christmas, they are now in oversupply and markdown.

## CLUES

- A Slinky that walks the aisles end-over-end, seemingly of its own volition.
- Water pooling in an unusual place.
- A collection of Chia Pets, their massively overgrown sprouts entangled, whose figurine faces display expressions of terror.
- A broken ceiling tile, exposing a view of (pick one: shadowy figures peering down/the sky/a tunnel carved in rock/something else).
- An action figure line called "The Latchkeys." Each figure on the rack is an animal-human hybrid.

**Paint the Scene:** Describe how one of the action figures reminds you of a fellow Latchkey.

- A sale poster that declares, "Final Hours!"
- Insects swarm a fluorescent light which flickers in a repeating pattern, as though transmitting in code.
- A Bop It! toy that only ever gives the instruction, "Crave it!"
- A whisper: "Birthdays are for gift-giving in more ways than one."
- An ancient book, its pages dust-covered and stiff with age, filled with diagrams of assembly instructions. The final pages are torn out.

## REWARDS

- Gain a Mall Clue
- Each Latchkey may claim an item from the shelves of Jay Vee Toys. Add it to Your Corner of the House. If the item Takes You Back, you may also clear a Condition.

# JICO JEANS Co.



Stylin' threads  
FOR COOL PEEPS –  
JICO JEANS Co  
has it all!

New Line JICO Jeans are now in stock! With *even wider legs* and a unique embroidery design on the back pockets - no two pairs are the same! With Degoya County-sourced cotton harvested from rehabilitated nuclear testing sites, buying a pair of JICOs doesn't just *support the economy and local jobs*, but you're also *helping the environment, too!*

The Latchkeys have heard rumors of a string of violent deaths in and around Degoya County. Mysterious strangulations, sudden defenestration, and horrific dismemberments. Each case involved someone who recently purchased a pair of the new line JICOs from La Fresca Mall.

**Paint the Scene:** *Each of you at the store notices a pair of JICOs that seems to call to you. Describe the jeans and their unique embroidery. Why are you drawn to them?*

## QUESTION AND OPPORTUNITY:

What is motivating the jeans to murder? (2)

*Resolve this Mystery by appeasing, rehabilitating, or destroying the dangerous articles of clothing.*

## JICO JEANS CO.

Overbright fluorescent lights. Cool graffitied walls. Top 10 hits blasting too loud from the speakers. A display showcasing the new line of JICO Jeans takes up most of the shop, with other clothing forgotten in a corner.

## MOMENTS

- A pair of JICOs disappears when the Latchkey turns away
- A pair of JICOs makes a contented sound as it consumes bloody flesh

## NEW LINE JICO JEANS

These jeans may attack if provoked or if they get a Latchkey or Side Character alone. The jeans compel the first Latchkey to encounter them to try them on. Roll with composure. On a 10+ they look fantastic. Take the condition "Way stylish". On a 7 to 9 they won't come off. Take the condition "Stylish to a fault", and the jeans will only come off when the condition is cleared. On a miss the jeans will attack, triggering The Night Move.

## SIDE CHARACTERS

### Jennifer B., JICOs Clerk

Blonde, bubbly, and bouncy. She adores everything JICO and wants you to be equally as excited about the new line as she is. She earns the highest commission in the store every month.

Quote: *"Oh don't worry about those rumors, I bet people die wearing off-brand jeans all the time and nobody talks about that."*

### Jennifer M., JICOs Clerk

Gothy, surly, and bored. Only wearing a JICOs t-shirt because they make her. Annoyed by everything, especially Jennifer B. Saving up to move somewhere with a Hot Topic.

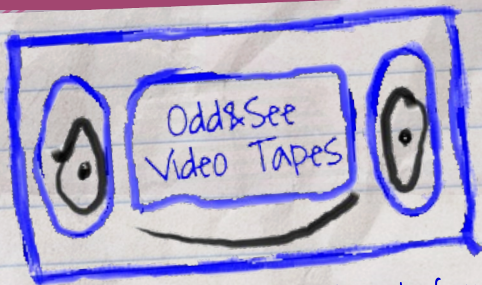
Quote: *"No actual style or common sense in any people that shop here. I can't wait to leave."*

## CLUES

- Gold thread in an unusual location
- A "duck and cover" pamphlet from the 1950s
- Reports of a textile worker speaking in strings of numbers
- A miniature obelisk made of green trinitite
- Strips of denim covered in blood
- A gift receipt for a pair of New Line JICOs stamped "RETURNED" in red ink
- A magazine ad for JICOs with several words circled in red
- Knowledge of union-busting at the JICO textile plant
- An iron-on denim patch covers a secret
- A faded vintage photograph featuring people wearing JICOs

## REWARDS

- A Mall Clue
- Each Latchkey gains a pair of JICOs in your choice of color: "acid wash blue", "acid wash medium blue", "light blue", "medium blue", "blue-gray", "gray-blue", or "classic blue". Add them to Your Corner of the House.



As seen on all those dorky internet forums! The scariest goddamn shit you've ever seen, these spooky tapes capture the real life horror that was once ACTUALLY aired on TV! Is that fucked up or what??? We have all of them, even the ones you've never heard of! Come and get some!

## ODD&SEE VIDEO TAPES

A small mobile kiosk packed with a variety of tapes, some naked and unlabeled, some in hot pink clamshells, the paper inserts depicting palm trees and wireframe backgrounds. The tapes with labels have names that seem familiar, but not quite right, such as *Come to Flashlight Empire!*, *Bad News Weasel 11 Deep Gray - Watch out!*, or *Mr. Dog Instructs You on Etiquette*.

**Special Rule:** While investigating any mystery inside La Fresca Mall, a 10+ on a roll can also provide an Odd&See Tape.

## SIDE CHARACTER

**Mr. Odd&See**, a pirated tape purveyor

Oversized black hoodie, obscured face, long skeletal fingers with sharp fingernails. Mr. Odd&See doesn't speak much, preferring to gesture towards tape labels that cryptically work as a response to Latchkey questions, but when driven to speak, has a labored raspy voice.

Quote: "Looking for video? I have what you need. Special 2-for-1 sale today. Don't miss."

## WATCHING ODD&SEE TAPES

When the Keeper provides an Odd&See tape, select an existing Odyssey tape and bastardize its title. When the Latchkeys want to watch the tape, run the prompts of the original Odyssey tape through three to five languages in the machine translating service of your choice, then change every character in the tape to Mr. Odd&See before distributing the prompts to your players. Embrace the weird grammatical structures and uncanny qualities this applies to the prompts.

Additionally, you may consider changing the order of the prompts to create a new continuity or treating the Odd&See tape as a semi-sequel to an Odyssey tape your group has narrated previously.

Watching Odd&See tapes does not count towards the TV Odyssey Mystery, but watching one unlocks Mr. Odd&See as an additional Great Hunger on The Night of the Bone-Wolves, increasing the Complexity of the associated Question by 1. Additionally, when watching any Odd&See tape, define a detail from the tape that can be used as a Mall Clue.