

# Documentation

## Contents

The Shopping Mall . . . . .	1
OVERVIEW . . . . .	1
THE MALL . . . . .	1
KEY NPCS . . . . .	1
ENCOUNTERS . . . . .	2
KEY SCENES . . . . .	2
MECHANICS . . . . .	2
COMPLICATIONS . . . . .	3
DM GUIDANCE . . . . .	3
VICTORY CONDITIONS . . . . .	3
RESOURCES . . . . .	3
REVELATIONS . . . . .	4
SPECIAL MECHANICS . . . . .	4
INVESTIGATION PATHS . . . . .	4
REALITY EFFECTS . . . . .	5
CONNECTION TO SERIES . . . . .	5

## The Shopping Mall

*A One-Shot Adventure for 4-6 Players, Level 9*

### OVERVIEW

65 years after the Catastrophe, the Clearview Shopping Center appears to be a monument to 1980s consumerism. But its mirrored walls reflect more than shoppers, its muzak carries pattern frequencies, and its endless corridors fold space itself. The cult has mastered mass consumer manipulation.

### THE MALL

**Main Complex** *Post-Modern Architecture* - Food Court - Department Stores - Boutiques - Arcade

**Hidden Spaces** **Mirror Realm** - Pattern corridors - Reality stores - Entity bazaar - Consciousness market

**Service Areas** - Loading docks - Storage rooms - Pattern processors - Reality generators

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### KEY NPCS

**Ronald Price** *Mall Manager* - Consumer manipulator - Pattern merchant - Reality retailer - Cult coordinator *Secret: Actually multiple reflections*

**Jennifer Hayes** *Security Chief* - Reality resistant - Pattern tracker - Truth seeker - Hidden ally *Secret: Mapping the mirror realm*

**The Reflection** *Mall Entity* - Mirror form - Pattern collector - Reality merchant - Mind shopper *CR 12*

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## ENCOUNTERS

### Commercial

- Shopping entities (CR 9)
- Mirror constructs (CR 10)
- Pattern consumers (CR 9)
- Reality merchandise (CR 11)

### Environmental

- Mirror mazes
  - Pattern displays
  - Reality sales
  - Mind marketing
- 

## KEY SCENES

**The Grand Sale** **Features:** - Pattern marketing - Mind shopping - Reality bargains - Entity commerce

**The Mirror Maze** **Features:** - Reality folding - Pattern reflection - Consciousness trading - Entity shopping

**The Final Clearance** **Features:** - Mirror confrontation - Pattern completion - Reality liquidation - Entity manifestation

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## MECHANICS

### Mall Navigation

- Mirror avoidance
- Pattern recognition
- Reality anchoring
- Mind shielding

### Consumer Protection

- Shopping safety
  - Pattern resistance
  - Reality grounding
  - Consciousness defense
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## COMPLICATIONS

### Commercial

- Sales pressure
- Consumer crowds
- Store hours
- Security patrols

### Reality

- Mirror traps
  - Pattern marketing
  - Reality prices
  - Mind merchandise
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## DM GUIDANCE

### Atmosphere

- Consumer horror
- Mirror dread
- Reality retail
- Mental marketing

### Pacing

1. Shopping investigation
  2. Mirror discovery
  3. Pattern revelation
  4. Reality confrontation
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## VICTORY CONDITIONS

### Essential

- Stop sales
- Save shoppers
- Secure merchandise
- Contain mirrors

### Optional

- Map layout
  - Document methods
  - Free staff
  - Banish entity
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## RESOURCES

### Mall Assets

- Store inventory
- Security systems

- Pattern products
- Reality merchandise

### **Knowledge**

- Mall layouts
  - Mirror data
  - Pattern pricing
  - Reality retail
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## **REVELATIONS**

### **Cult Commerce**

- Consumer manipulation
- Pattern marketing
- Reality retail
- Mind merchandising

### **Future Implications**

- Retail spread
  - Pattern distribution
  - Reality commerce
  - Consciousness consumption
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## **SPECIAL MECHANICS**

### **Shopping Hazards**

- Mirror traps
- Pattern products
- Reality sales
- Mind manipulation

### **Mirror Navigation**

- Reflection tracking
  - Pattern avoidance
  - Reality mapping
  - Consciousness protection
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## **INVESTIGATION PATHS**

### **Commercial Route**

1. Store analysis
2. Sales tracking
3. Pattern detection
4. Reality pricing

## **Security Route**

1. Camera footage
  2. Staff monitoring
  3. Mirror mapping
  4. Entity tracking
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## **REALITY EFFECTS**

### **Shopping Zones**

- Mind alteration
- Pattern consumption
- Reality retail
- Entity shopping

### **Mirror Impact**

- Consciousness reflection
  - Memory shopping
  - Reality folding
  - Pattern marketing
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## **CONNECTION TO SERIES**

This adventure reveals how the cult has infiltrated consumer culture, using everyday shopping experiences to spread their influence. The retail methods and mirror technologies discovered here explain how cult patterns and reality distortions can be packaged and sold to unknowing consumers through seemingly innocent commercial transactions.