

Malls & Morons

Sierra Vista Mall

A setting for Malls & Morons

By Orion Cooper

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Sierra Vista Mall Basics

General Information

Theme	General
Mall Size	Large
Mall Levels	3 (floor level, 1 undermall level, 1 upper level)
Political Structure	Anarchy
Political Figure(s)	None
Population	1,394 (837 on floor level, 419 in undermall, 138 on upper level)
Business Hours	9 am – 10 pm

Population Makeup

Class	Level											
	12	11	10	9	8	7	6	5	4	3	2	1
Computer Geeks				1		1		2		4	8	182
Football Players		1		1			2	2		8	16	121
High School Students	1	1					4			8	16	243
Kung Fu Kids			1			1		2	2	4	12	60
Mall Rangers	1					1	2		2	4	8	243
Mall Rats	1					1	2		2	4	8	243
Trekkies					2				4		8	121
Ultimate Mall Citizens				1	1			2	2	4	12	60

Sierra Vista Mall Stores

#1 - Sensei, [Food] Japanese Restaurant

This restaurant is clean, well kept, and the delightful smell of Japanese hangs in the air. In this restaurant, you sit on pillows and eat on short-legged tables. The food is cooked at the table, fresh and delicious. Some popular dishes are tempura, yakitori, sushi, nabemono, and unagi. This restaurant serves cold sodas, tea, and even sake.

#2 - Hardcore Arcade, [Leisure] Arcade

This large dark store houses many classic and contemporary arcade games; from Mortal Kombat to Pac-Man, from Contra to Dance Dance Revolution, this arcade has the best of them. This arcade also sells slurpees and nachos for the hungry gamer. One of the more popular games is a virtual reality Dungeons & Dragons game, which can be used by four simultaneous people. The game is a multiplayer one, in which the player create characters and save them on the main server, interacting with people playing the game around the world. It is one dollar for a half-hour of play. The setting of the game is Forgotten Realms.

#3 - Office Supplies, [Leisure] Office Supply Store

This store carries everything a person may need for their office. From computers to software, desks, pens and pencils, papers, computer accessories, calculators, chairs, it has everything a businessman could ever need. It is in this neutral territory that a group of computer geeks calling themselves the "d3@D H@K3rZ" meet every week to discuss their hacking attempts, new targets, and etc.

#4 - Baskin Robbins, [Food] Ice Cream Parlor

This popular parlor sells ice cream and smoothies and ice cream cakes. They sell ice cream of the standard flavors, and exotic flavors, such as chocolate camel. The staff are bored and frustrated with working in a place where they cannot eat the ice cream or drink any beer at all, so they tend to be rude to customers, and occasionally give a customer an ice cream flavor they didn't choose.

#5 - Heavy Metal Heaven, [Apparel] Shirt Store

This store carries a huge assortment of shirts depicting band logos and album covers from the 90's of all the major heavy metal bands. They also carry a vast amount of demented bumper stickers and patches to sew on various apparel. This is a popular hangout for freaks and weirdoes, because of their general liking of dark and heavy music. The clerks often have tattoos, piercings, and odd colored hair.

#6 - The Pub, [Food] Pub

After a hard day of work and putting up with snotty teenagers, most of the adults in the mall go to the Pub. It is a restaurant, and as such it serves meals such as steak, stew, and salad. However, the difference between this restaurant and others is that it serves alcohol. Here, one can find a bar with many types of alcohol ready to be served. In the corner of the restaurant is a television suspended from the floor, where patrons can watch sports all day. Here, smoking is allowed, but those under age 21 are not.

#7 - Empty Lot

This lot is empty and closed down.

#8 - Shower Scenes, [Leisure] Bath Accessory Store

This store has an assortment of soaps, lotions, perfumes, sponges, towels, baskets with all of that stuff, shower curtains, and many other items. The store has a rustic look, with natural wood shelves, real plants, soft lights, and so many smells that they assault the nose. The owner is an adult weirdo named Betty Mae, who loves and adores her store. Anyone she hears insulting her store has been known to suffer greatly, one way or another.

Betty Mae Adult Weirdo Female Hss16/Dis10: SP 63; INIT +3 (+1 Dex, +2 bully); SPD 30 ft.; DEF 11 (Dex); ATK Hockey stick +19/+14/+9/+4; DMG Hockey stick 1d8; SA Harassing, provocation, soil his good name; SQ Canned goodness (bluff, drive, forgery, gather information, hide, intimidate, listen, sense motive, spot), thrall, too much free time (bluff); SV FORT +12, REF +15, WILL +16; COOLNESS 2, NEUTRALITY 5, UNCOOLNESS 55; STR 11, DEX 13, CON 14, INT 18, WIS 12, CHA 24.

Skills: Bluff +60, Drive +30, Forgery +33, Gather Information +46, Hide +30, Intimidate +40, Knowledge (business) +28, Listen +22, Profession (manager) +30, Sense Motive +30, Spot +22.

Feats: Alertness, Bully, Dodge, Expertise, Infamy, Improved Disarm, Lightning Reflexes, Persuasive, Sixth Sense.

Possessions: Hockey stick, set of clothing.

#9 - Mad About Coffee, [Food] Coffee Shop

This shop has a friendly and calm atmosphere. There are several tables with the ability to seat four people, and a comfortable lounge with esoteric reading material. The shop sells coffee of all kinds and hot chocolate. They also sell sandwiches, potato chips, sodas, and ice cream. When the smart people are not on the upper level, they are here discussing what intelligent people discuss. Also, valley people often frequent here because coffee is "hip".

#10 - Gaybee Toy Stores, [Leisure] Toy Store

this large toy store carries everything a small child could ever want. From action figures to dolls to video games, this store has it all. There are shelves and shelves of games and toys. Here, characters can buy slingshots, wrist rockets, paintball guns, and ammo for them. The clerk is an adult who acts like a very large kid, wearing goofy things and playing with the toys themselves.

#11 - Willy's Pet Store, [Leisure] Pet Store

This store sells animals of all kinds, from fish to dogs to birds to turtles. This store also sells cages, food, animal toys, and other stuff for people ranging from casual owners to obsessed maniacs. There is no Willy, Willy is just a name. There is just the clerk and Horatio, the happy fluffy bear. Horatio is angry about his job, to say the least. He was a classically trained actor, and had to take this job just to make ends meet. He is rude to the customers, and occasionally throws stuff at them.

Horatio Adult Freak Male Hss11: SP 23; INIT +1 (Dex); SPD 30 ft.; DEF 11 (Dex); ATK Unarmed strike +8/+3; DMG Unarmed strike 1d4; SQ Canned goodness (entertain: acting, sense motive), too much free time (entertain: acting); SV FORT +6, REF +4, WILL +9; COOLNESS 1, NEUTRALITY 2, UNCOOLNESS 22; STR 10, DEX 12, CON 13, INT 11, WIS 15, CHA 14.

Skills: Bluff +18, Drive +15, Entertain (acting) +28, Entertain (singing) +16, Intimidate +18, Listen +16, Sense Motive +16.

Feats: Calm, Mimic, Persuasive, Skill Emphasis (entertain: acting).

Possessions: Bear suit.

#12 - Subway, [Food] Sandwich Restaurant

This chain store is a cramped deli. There are eight tables cramped together with wallpaper that looks like century old newspaper articles from New York. Here, they serve a variety of delicious subway sandwiches, chips, and sodas for modest prices. The service here is ok, except that anyone with less than 10 Intelligence is charged an extra dollar. The clerks jokingly refer to this as the "Idiot Tax".

#13 - Manga World, [Leisure] Video Store

This large chain video store contains every single video, DVD, and CD-Rom containing any piece of Japanese animation, also known as anime. They also carry toy figures of popular anime shows, such as Goku from Dragonball Z or Jubei from Ninja Scroll. It has neon signs and heavy metal blaring from the speakers.

#14 - Wu's Punishment, [Food] Chinese Food Restaurant

This store is decorated in an oriental fashion with an abundance of plastic plants and small bamboo pots. It has ten tables, and a buffet style counter area. The food selection of this restaurant consists but not limited to: egg rolls, won tons, chow mein, egg foo yung, teriyaki chicken, kung pao chicken, fried rice, fried shrimp, and almond duck. The owner is Wu Ho is an adult underman, who tells people to buy his food and that the meat is made from dog. If threatened, he will whip out his Butterfly Swords and swing them skillfully. If that does not work, he will drop them and begin to fight unarmed. He will never actually harm anyone. For some mysterious reason, no one does anything about his swords.

Wu Ho Adult Undermen Male Kfk20/Rng13: SP 78; INIT +9 (+5 Dex, +4 improved initiative); SPD 40 ft.; DEF 23 (+5 Dex, +8 martial arts); ATK Unarmed Strike +33/+28/+23/+18, Butterfly Swords +26/+22/+21/+16/+11; DMG Unarmed Strike 1d10+6, Butterfly Swords 10d8+4; SA Martial Arts, You're mine +3, SQ Poison immunity, See ranger run, Suckers!, Who knows? the ranger knows; SV FORT +19, REFLEX +21, WILL +10; COOLNESS 66, NEUTRALITY 6, UNCOOLNESS 3; STR 18, DEX 20, CON 14, INT 12, WIS 10, CHA 4.

Skills: Balance +28, Bluff +10, Climb +17, Drive +41, Escape Artist +28, First Aid +13, Jump +72, Listen +23, Profession (Cook) +36, Sense Motive +13, Spot +23, Survival +13, Tumble +30.

Feats: Acrobatic, Combat Reflexes, Dodge, Exotic Weapon Proficiency: Butterfly sword, Expertise, Improved Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Track, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike), Whirlwind Attack.

Martial Arts Maneuvers: Blood of the Dragon, Cobra Stance, Crane Stance, Dance of the Golden Lotus, Fire Fist, Fists of Fury, Flying Dragon Fist, Invincible Eagle Claw, Iron Palm, Mantis Stance, Metal Fist, Miracle Palm, One Hundred Eyes, Step of the Crane, Torrent of Chi, Ultimate Stance, Water Fist, Way of the Crab, Way of the Snake, Wind in the Reeds, Wood Fist, Wuxia.

Possessions: Two butterfly swords, set of clothing.

#15 - You Just Died Mourning Cards, [Leisure] Card Store

This store carries an assortment of cards dealing primarily with death. The store decorations are pink and floral and happy, but the cards are gruesome and despicable, even sometimes cynical. The clerk is dressed like a priest about to give a sermon at a funeral. One of their best selling cards is:

*"I heard you died today,
so I decided to pass your way.
I'm too lazy to do something hard,
so all I bought you is this card."*

#16 - McFlarty's Pizza Tavern, [Food] Pizza Restaurant

This small restaurant has an archaic look to it, with a few plastic plants and coats of arms on the walls. There are fifteen tables, and the pizza is brought by a waiter. The pizza toppings consist of but not limited to: pepperoni, olives, mushrooms, bell peppers, salami, mayonnaise, ham, pineapple, jalapenos, banana, tomato, haggis, chutney, and onion. The owner is Connor McFlarty,

an adult jock who loves family and is very friendly... perhaps too friendly. He gives big bear hugs and plays the bagpipes (although horribly). He has a very heavy Scottish accent also, making it hard for people to understand him.

Connor McFlarty Adult Jock Male Fbp20/Umc18: SP 167; INIT +5 (+1 Dex, +4 Improved Initiative); SPD 30 ft.; DEF 11 (+1 Dex); ATK Hockey Stick +35/+35/+30/+30/+25/+20; DMG Hockey Stick 1d8+9; SA Take this heathen; SQ Fear you? Ha!, Salvation my brother 6/week, Sense uncoolness, WENIS blessing; SV FORT +39, REFLEX +13, WILL +14; COOLNESS 79, NEUTRALITY 7, UNCOOLNESS 0; STR 22, DEX 13, CON 19, INT 10, WIS 11, CHA 14.

Skills: Drive +42, Entertain (bagpipes) +2, Intimidate +25, Jump +29, Profession (cook) +41.

Feats: Ambidexterity, Brawling, Cleave, Dodge, Endurance, Fame, Great Cleave, Great Fortitude, Improved Bullrush, Improved Critical: Hockey Stick, Improved Dodge, Improved Initiative, Improved Two-Weapon Fighting, Iron Stomach, Mobility, Power Attack, Quick Draw, Run, Spring Attack, Two-Weapon Fighting, Weapon Focus (hockey stick), Weapon Specialization (hockey stick).

Possessions: Bagpipes, set of clothing, two hockey sticks.

#17 - Nintendo World, [Electronic] Console Store

This small store carries various types of Nintendo consoles, games, magazines, and accessories. One here can find every Nintendo, from the first ever made to the most recent Nintendo 64. For all the Nintendo systems are games for each one, classics like Super Mario Brothers, Zelda, and Metroid. Even in stock are Game Boys and the new Game Boy advanced. There are consoles set up so customers can try them out. There is a strange odor in this store, a mixture of sweat, plastic, pizza, and mountain dew.

#18 - The Model Store, [Leisure] Toy Store

In this store, one can find many toys that requiring building. From model planes to ships to cars, it all can be found here. This store also sells puzzles, gag toys, and the accessories needed for model building like glue and paint. An old overweight man with a beard is in charge of this store, a jolly man. This store smells musty, like it has never been dusted in ages.

#19 - Miller's Outpost, [Apparel] Clothing Store

This store carries an assortment of clothing for the man or woman in need of trendy clothing; however, their main trade is jeans. Their jeans are well designed, good looking, and overall a good deal for only \$25 a pair. They also sell some shoes and socks that are also stylish. This place would be generally a good store, if it wasn't an enclave for the Malevolent Masters of the Nut Graf. Unknown even to the Undermen, this store is their base of operations in the Sierra Vista Mall. Their current leader is Jimmy, a charismatic yet strong leader, decorated many times for his work. He is cold and calculating, and spends almost all his time in the store. When he does leave to view the mall, people generally stay away from him, and he stays away from the eastern portion of the mall. He is the highest ranking Malevolent Master of the Nut Graf in this mall, and constantly trains initiates into the group.

Jimmy Weirdo Male Hss8/Mng8: SP 28; INIT +2 (Dex); SPD 30 ft.; DEF 14 (+2 Dex, +2 armor); ATK Hockey stick +12/+7/+2 melee; DMG Hockey stick 1d8; SQ Canned goodness (bluff, disguise, hide, intimidate, listen, move silently), floating spirit, hand of the Nut Graf, the shadows my home, sense the WENIS, too much free time (intimidate); SA Cold touch; SV FORT +16, REF +11, WILL +17; COOLNESS 0, NEUTRALITY 4, UNCOOLNESS 40; STR 10, DEX 14, CON 12, INT 16, WIS 10, CHA 20.

Skills: Bluff +26, Disguise +24, Drive +21, Hide +21, Intimidate +30, Knowledge (nut graf lore) +22, Listen +11, Move Silently +21, Sense Motive +15, Spot +11.

Feats: Chosen of the Nut Graf, Infamy, Inscrutable, Iron Will, Path of Darkness, Sharp-Eyed.

Possessions: Hockey stick, light padding.

#20 - Chu's Computers, [Electronic] Computer Store

This store carries a variety of PC related hardware, software, and pre-packaged computers. You won't find any Macintosh computers here, because Chu doesn't believe in Macintoshes. It's not that he doesn't believe in using them, he really doesn't believe they exist. He also doesn't believe any operating system except Windows exist. He also believes that Bill Gates is a great guy, didn't steal MS-DOS, and actually made Windows 95. Chu also recently graduated online from the Microsoft School of Computer Science. Chu is a practitioner of the martial arts and a staunch computer enthusiast. He is often at times seen having lunch at Wu's.

Chu Adult Male Nerd Gek15/Kfk7: SP 57; INIT +5 (Dex); SPD 30 ft.; DEF 19 (+5 Dex, +4 martial arts); ATK Unarmed Strike +21/+16/+11; DMG 1d4; SQ Computer whiz, half-assed, nerd meister; SA Martial arts, new ways to smack your ass; SV FORT +11, REF +17, WILL +13; COOLNESS 44, NEUTRALITY 4, UNCOOLNESS 2; STR 11, DEX 21, CON 15, INT 14, WIS 14, CHA 13.

Skills: Balance +12, Climb +7, Computer Use +30, Disable Device +22, Drive +30, Jump +7, Knowledge (computers) +27, Listen +9, Profession (manager) +27, Repair +22, Tumble +12.

Feats: Blind-Fight, Cautious, Combat Reflexes, Chosen of the WENIS, Expertise, Gearhead, Lucky, Nimble, Weapon Finesse (unarmed strike).

Martial Arts Maneuvers: Crane stance, earth fist, fire fist, mantis stance, one hundred eyes, speed of the leopard, water fist, way of the crab, way of the snake, wood fist.

Possessions: Palm pilot.

#21 - Señor Impresionante's Tacos, [Food] Mexican Restaurant

This Mexican restaurant looks like a Taco Bell. However, the secret of the business lies in the authentic Mexican food served by the employees. The recipes have been passed down through the family for generations. Some of the items offered are: tacos, enchiladas, burritos, beans, rice, and tostadas. The owner is rarely seen, if at all, choosing to talk through his employees. The owner is Señor Impresionante, who was rumored to have been a Spanish bullfighter in his youth. He is a mysterious figure who has overwhelming presence. They say those who do wrong to his restaurant or employees, are hunted down in the night by Señor Impresionante himself.

Señor Impresionante Adult Undermen Male Mrt20/Rng20: SP 52; INIT +10 (+6 Dex, +4 improved initiative); SPD 40 ft.; DEF 16 (Dex); ATK Taser +36/+31/+26/+21; DMG Taser 1d10; SA Pimp slap 5/day, you're mine +5; SQ Can't touch this (Dex bonus to defense, cannot be flanked), crap!, holy crap!, poison immunity, see ranger run, suckers!, who knows? the ranger knows; SV FORT +19, REF +26, WILL +19; COOLNESS 83, NEUTRALITY 8, UNCOOLNESS 4; STR 12, DEX 22, CON 13, INT 10, WIS 14, CHA 20.

Skills: Bluff +48, Climb +24, Disguise +48, Drive +29, Hide +51, Intimidate +28, Jump +26, Listen +24, Move Silently +51, Spot +24, Survival +22, Tumble +31.

Feats: Acrobatic, Alertness, Athletic, Combat Reflexes, Dodge, Fame, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Quick Draw,

Spring Attack, Stealthy, Track, Whirlwind Attack.
Possessions: Set of clothing, super-hero mask, taser.

#22 - The Crap, [Apparel] Clothing Store

This large franchise store sells nothing but jeans. Racks and racks of jeans are in this store, with posters of men and women wearing jeans. All the employees wear jeans. The jeans are overly priced, about \$50 for a good pair of jeans. Undermen sometimes hide out here to ambush unwary people. Hiding behind a jean rack gives three-quarters concealment (30%).

#23 - Outdoorsman Central, [Sports] Camping Equipment Store

This store looks like something out of the mountains, with fake eagles and campfires. This store sells many camping items, from portable grills, tents, rafts, oars, coolers, clothing, and anything else one might need when camping in the woods. The store is always closed, however. The owner is a huge camping buff, and is always camping somewhere in the wilderness. Occasionally, one of his friends will open the store, but this happens maybe once or twice a month.

#24 - Radio Shack, [Electronic] Electronics Store

This large franchise stores deals primarily in home electronics, such as VCRs, video cameras, telephones, and so on. The clerks and support staff are unfriendly, bitter, and generally not helpful, knowing nothing about electronics. Here, a character can be almost any electronic device he can think of.

#25 - Candles Unlimited, [Leisure] Occult Store

This shop smells of incense and scented oils. Here, one can find everything they need about the occult. There are paints, oils, incense, candles, cards, books, and various other tools needed. At all times, candles within the store are lit, and fluorescent lights are always on. The clerks in this store always seem nervous and uptight because of the atmosphere. When asked about the owner, the clerks say "she comes and goes". No one has ever seen the owner, but the clerks claimed they have.

#26 - Electronic Gizmos, [Electronic] Toy Store

This store sells electronic toys of all kinds - they really got some stupid stuff. From things that make rude noises to things which give off neon or weird light, to tiny robots and weird things, they got all the stuff no one else would think to (or want to) carry. The owner of the stuff likes shiny stuff and stuff that makes rude noises, so this was a natural move for him. In the background techno music is playing, and there is a lot of purple, red, and pink stuff.

#27 - Cool Hats, [Apparel] Hat Store

This store carries a bunch of hats and hat accessories. No one really cares about hats other than bikers, skaters, and bladers, and this is their eternal hangout. They hang out there, talking about stuns they pulled (and didn't pull but lie and say they do) and talk to the owner, who is a bearded skater freak. What people don't know at all, and its very well hidden, is that they once a month sacrifice a goat to the dark overlord of the earth and the far realm, Gthulu. No one knows.

#28 - Nordstrom Books, [Leisure] Book store

This large bookstore also has a small cafe and a very silly child section of books. This store sells almost any type of book, none being too taboo. At this store, a coven of Teen Witches meet every Wednesday to discuss news, spells, and drink of the excellent coffee they serve. The service here is excellent, with friendly clerks. People are allowed to read books before they purchase them. They also sell comics, magazines, and newspapers.

#29 - McDonalds, [Food] Burger Restaurant

McDonalds is one of the most popular fast food restaurants in the world. They are practically everywhere, and have a few things in common. They are dirty, despite the number of people

cleaning them. The food is unhealthy, despite what they tell you. And the service is bad, the clerks are rude. All aside, this restaurant isn't half-bad. The burgers here are decent, and the fries okay. This restaurant is where the Undermen meet each day, in a secret area, to discuss the daily news and such. The secret area is there.

#30 - Army Depot, [Apparel] Armed Forces Uniform Store

This large store carries an assortment of armed forces clothing, such as boots, fatigues, medals, hats, and so forth. The store itself is pretty bland, having no kinds of decorations or posters or anything that distinguishes a store. The man behind the counter is a strict man who barks orders at people who want to buy stuff. He might have been part of the army, but no one knows or cares.

#31 - One Big Noodle, [Food] Pasta Restaurant

This restaurant is always hot despite the heat, but the food is excellent. The cook is named Gina, and she makes the best pasta for miles around. Italian opera is the music in the background. The restaurant has 10 tables and a salad bar and buffet. In order to eat at the restaurant, reservations must be made at least a week in advance. The service is excellent and friendly, the seats plush and comfortable, the food hot and delicious, the drinks cold and refreshing, and the atmosphere is relaxing.

#32 - Please Buy My Paintings, [Leisure] Painting Store

This store has a comfortable atmosphere, with free coffee, bean bags, and chairs and tables. Most of the walls are covered in paintings painted by the owner. There are also paintings on stands on the floor. Most of the paintings are of native Americans and forest creatures, but some are of landscapes. The owner is an adult freak named Sunshine, who drinks a lot of slurpees. People gather around him just to hear his words of wisdom, and listen to the newest gossip around the mall.

Sunshine Adult Freak Male Mrt16/Slp10: SP 37; INIT +1 (Dex); SPD 30 ft.; DEF 12 (+1 Dex, +1 secret); ATK Brass Knuckles +19/+14/+9/+4; DMG Brass Knuckles 1d4; SA Pimp slap 4/day; SQ Brain enhancer, can't touch this (Dex bonus to defense, cannot be flanked), crap!, drink of the gods, holy crap!, intoxicating drink, lore, stomach fortifying, wired drink; SV FORT +9, REF +16, WILL +25; COOLNESS 55, NEUTRALITY 5, UNCOOLNESS 3; STR 11, DEX 13, CON 12, INT 10, WIS 24, CHA 15.

Skills: Craft (paintings) +29, Drive +20, Gather Information +33, Knowledge (art) +18.5, Knowledge (axis wars) +21.5, Knowledge (WENIS lore) +21.5, Listen +31, Search +26, Sense Motive +17, Spot +26.

Feats: Chosen of the WENIS, Dodge, Empathy, Fame, Lightning Reflexes, Sharp-Eyed, Skill Emphasis (knowledge: axis wars), Skill Emphasis (knowledge: WENIS lore), Trustworthy.

Secrets: Dodge Trick, Instant Mastery (sense motive), Secret Health, Secret Knowledge of Avoidance, Secrets of Inner Strength.

Possessions: Brass knuckles, painting kit, set of clothing.

#33 - Bitchin Athletics, [Sports] Athletic Equipment Store

This franchise store sells athletic accessories of all kinds, and is decorated with several posters of extreme athletes. They sell all armors, hockey sticks, goalie sticks, paintball guns, ammo, and baseball bats. The manager of the store is a jock named Chris Kellin, an extreme athlete who can only talk about extreme athletes, and how good he is at them. Anyone who doesn't do extreme sports gets charged an extra 25% for stuff at his store. Chris constantly argues with Kurt about sports.

#34 - Bedrooms for Less, [Leisure] Bedroom Supply Store

This store contains bedrooms sets, bedroom accessories, and a helpful staff that will help you find the set you want for your bedroom. Often, people fall asleep on the beds, but no one stops them from sleeping. Occasionally they call Bob the security officer to remove people from the beds.

#35 - Mac World Computers, [Electronic] Macintosh Store

In this large store, are Macintosh computers. Here they sell Macintosh computer hardware, software, accessories, magazines, and gift items. The clerks are friendly and very helpful, always inquiring if someone needs help. The store is clean and well kept, and smells of fresh lemon cleaner. Despite all this, it is a Macintosh store, and therefore gets egged at least once an hour.

#36 - Koller's Deli, [Food] Deli

This small business restaurant is ran by a kindly old man named Koller. His full name is Jim Koller. He prepares a variety of sandwiches, and does special requests for people who make them. He also sells homemade chips and cookies for the little kids, not to mention sodas. In this restaurant, he hangs plants because he feels they give a good atmosphere. Soft soothing elevator music plays in the background also.

#37 - Kinkos, [Electronic] Copying Facility

This store is full of copy machines, computers, and accessories for making perfect photo copies. Kinkos is a well-known chain store, known for its prices. They charge \$.50 for a black and white copy and \$1 for a color copy. The staff here is generally uninterested, not helpful, and at some times rude. Unlike most shops, they have automatic sliding doors. Anyone trying to enter the store must make a reflex saving throw against DC 20 or suffer 3d6 points of damage. A successful saving throw allows for half damage.

#38 - Party Time, [Leisure] Party Supply Store

This store carries everything one needs for a great party. From party favors to ribbons, confetti, gifts, it has it all. The store itself is gaily decorated by the clerks, to promote a fun and friendly atmosphere. The clerks are friendly, all female, and sometimes pretty hot. Most of the time, the customers aren't shopping for party supplies, for but hot clerks. The problem is, each clerk is taken, but no one knows that.

#39 - Krispy Kremes, [Food] Donut Restaurant

This restaurant serves very little other than plain glazed donuts. However, one will realize that these are the best donuts ever made by man. Because the donuts are so good, the fortitude saving throw for this particular food is DC 14. However, it costs \$10 for a bunch of donuts. The restaurant is clean and the staff is neither helpful nor rude. They also serve milk, chocolate milk, and coffee.

#40 - Johnny Rockets, [Food] Burger Restaurant

When one steps in to this restaurant, one feels like they are transported back to the fifties. This burger joint looks like an authentic fifties burger joint, complete with the waiters dressed in the fifties fashion. There are 6 tables and a bar. From the tables, one can put coins in to a small juke box and play some of the most popular fifties songs. There are only a few burgers to choose to eat, but they are delicious, and one can wash them down with good ol' cherry or vanilla soda. The fries are big and so are the onion rings.

#41 - Hans's Das Gut Wurst Hause, [Food] Sausage Restaurant

This is the international house of sausage, to say. Here, Hans and his employees cook and serve authentic German sausage. They serve many types of sausage, even Blutwurst! They have a variety of condiments from hardcore Deutsch eaters to the American consumers. A typical plate of sausage serves four people, and costs \$10 for all you can eat! There is nothing unusual about this restaurant ... except that it is the enclave for the P.O.T.W.E.N.I.S. Here, they make their

headquarters, train their members, and do their reconnaissance. The acting leader for the P.O.T.W.E.N.I.S. in the Sierra Vista mall is Amy. After the old leader grew in to an adult, she was transferred here from another mall, and has brought a positive, cheery attitude to this restaurant. She is kind, gracious, and pretty, but has a nasty temper when things start looking bad for her side, and she takes it out on the opposing side!

Amy Nerd Female Hss8/Pot8: SP 28; INIT +5 (+1 Dex, +4 Improved Initiative); SPD 30 ft.; DEF 11 (Dex); ATK Paintball gun +13/+8/+3; DMG Paintball Gun 1d6; SQ Canned goodness (diplomacy, entertain: singing, first aid, sense motive), floating spirit, hand of the WENIS, sense the nut graf, shield of the WENIS, too much free time (diplomacy), WENIS blessing; SA Fist of the WENIS; SV FORT +12, REF +8, WILL +17; COOLNESS 35, NEUTRALITY 3, UNCOOLNESS 0; STR 11, DEX 12, CON 13, INT 14, WIS 15, CHA 15.

Skills: Diplomacy +27, Drive +20, Entertain (singing) +15, First Aid +21, Gather Information +13, Knowledge (WENIS lore) +14, Profession (waitress) +21, Sense Motive +17, Tumble +14.

Feats: Acrobatic, Black Hole Pockets, Calm, Chosen of the WENIS, Dodge, Fame, Improved Initiative.

Possessions: Paintball gun (x50 shots).

#42 - Burger World, [Food] Hamburger Restaurant

This large restaurant sells "gourmet" hamburgers to its customers. The icon for this franchise store is Doodle McFleep, a clown of some sorts who never visits the restaurant. Here, they sell hamburgers, chicken and fish sandwiches, fries, salads, and sodas. The most popular meal among children is the Doodle Meal, which isn't really that good, but it comes with a free toy. The toy sucks.

#43 - Starfacks, [Food] Cafe

This popular franchise cafe serves very expensive coffee, and not good coffee at that. Many other malls have befallen the evil of the Starfacks franchise, which remains wildly popular despite its purely bad coffee. Inside this cafe are seven tables which seat four people, and two tables just outside the store. They also sell chocolate coated coffee beans, bags of coffee beans, biscotti, and mints. Occasionally, the Malevolent Masters of the Nut Graf come here to get coffee when they aren't doing something evil.

#44 - The Law Offices of A. Gorilla, [Leisure] Law Firm

This is a small law firm by a flunkey from law school named James Duncan. He dresses in a totally inappropriate fashion, sleeps during office hours, and is prone to yelling at people when he has no business. His office is messy, full of pizza boxes and empty two liters of Pepsi. Adam isn't sure if the sign over his business is a fluke or a joke played on him by the people who made the sign.

#45 - Christian Book Store, [Leisure] Book Store

This bookstore sells Christian reading. From bibles to contemporary Christian authors to children stories, everything Christian can be found here. This store has a very friendly staff, and is absolutely normal in every aspect - except for the fact that they don't wear undergarments!

#46 - Kodak Store, [Leisure] Camera Store

This store sells primarily Kodak cameras and film. They have a cutout life size figure of Bill Cosby in front of the store that says "Buy what I advertise". They also develop your film here, and occasionally steal pictures of what they think is cool. They also sell Jell-O pudding to anyone who wants it.

#47 - Mr. K's Karate School, [Leisure] Martial Arts Dojo

Mr. K is a man from Korea who has opened his own mall martial arts school for all those who want to be taught. He charges \$40 a month for his services, and teaches all the martial arts that a Kung Fu Kid could know. His dojo is a rival dojo of Mr. C. They have been rivals since Mr. K first opened his dojo.

#48 - Mr. C's School of Self Defense, [Leisure] Martial Arts Dojo

Mr. C is an American man who has gone to war and learned a few things about self defense. He opened his own dojo to show those without self defense skills how to defend themselves. His advice is practical, and he has a tendency to demonstrate techniques on the students, which is very painful. He is a rival of Mr. K, who he thinks is just some phony who doesn't know anything about the martial arts. Mr. C is overall well-liked.

#49 - Rockin' Tunes, [Leisure] Music Store

This large store carries CD and cassettes for various genres of music. The most popular are Alternative and Heavy metal, with Rap and R&B right behind them. This store also sells music magazines, post cards, recording devices, various action movies, and music related posters. You can listen to certain bands and groups with set up listening areas, deciding if you like a certain CD or cassette before you buy it. One person you will find here almost all the time is Master G. He claims that Master P stole his name and his songs and used them as his own. He hangs out here, listening to music, dancing to the beat, or talking to some pretty ladies.

Master G Weirdo Male Mrt6: SP 16; INIT +1 (Dex); SPD 30 ft.; DEF 11 (Dex); ATK Unarmed strike +4 melee; DMG Unarmed strike 1d4; SA Pimp slap 2/day; SQ Can't touch this (Dex bonus to Defense, cannot be flanked), crap!; SV FORT +1, REF +6, WILL +1; COOLNESS 1, NEUTRALITY 12, UNCOOLNESS 0; STR 10, DEX 13, CON 11, INT 10, WIS 7, CHA 15.

Skills: Balance +10, Bluff +11, Drive +10, Knowledge (music) +4, Jump +1, Listen +7, Perform (dancing) +6, Perform (singing) +6, Spot +7, Tumble +10.
Feats: Dodge, Improved Dodge, Mobility.
Possessions: CD player.

#50 - The Oasis, [Food] Soda Fountain

This business sells cold drinks of all kinds to patrons to sit at a bar. It has neon signs, soft rock playing in the background, and tables for people who don't like to sit at the bar. It is a comfortable atmosphere, where everyone feels at peace and non-violent. This store contains a special aura that prevents anyone from being violent; anyone with 60 hit dice or more may attempt a saving throw to ignore it. They must make a saving throw against DC 45. If they succeeds, they are immune to the aura for one day. In this aura, no one can use or gain benefit from any special ability, feat, or skill that has Nut Graf or WENIS in the name or is denoted as a Nut Graf or WENIS power.

#51 - Best Stuff, [Electronic] Electronic Store

This store is known nation-wide for it's electronic for sale. From microwaves to refrigerators, to computers and DVD players, to VCR and CDs, they have it all, and at modest prices. The staff is helpful, but usually busy. They say you can play with stuff in the store. The reality is if you play with it for more than 5 minutes than they call security on you. They also sell cold sodas for a cheap price. Every clerk has mace, just in case they run in to punk kids.

#52 - Bitchin Surf, [Sports] Surf Accessories Store

This franchise store sells surf accessories. Unlike Bitchin Athletics, their wares are high quality, and almost never wear out. The store is decorated with posters of surfers, and even the display window has sand and some water. The manager of the store is a freak named Kurt, who is so

addicted to surfing he even surfs on the walkways with his invisible surfboard. He argues with Chris, because Chris doesn't believe surfing is a sport, and Kurt obviously thinks it is.

#53 - Perfect Hair, [Apparel] Salon

This large store carries many hair and nail care products, from dyes to shampoo, to nail remover, to makeup, it almost has it all. In the back of the store are two seats from which the helpers can give someone treatment for their hair or nails, for a price. The helpers are all teenage girls, so their friends who don't work there are in the seats constantly, talking and getting serviced. It's almost impossible to get good service,

#54 - Shake your Yaya, [Leisure] Disco Dance Hall

This large dancehall is the place to be if you are hip and with it. All day, the DJs spin records, disco records. They have a spinning disco ball, a lot of flashing colored lights, and a groovy floor that is like a mirror. Everyone wear bell bottoms and platform shoes and polyester vests. Gold jewelry reflects more light than the floor. This groovy place also serves smoothies and fruit juices for the dude who is thirsty. The current king of the hall is Disco Steve, a forty year old man still hanging with kids, trying to be hip. They would kick him out, if it weren't for the fact that he owns the dance hall. Disco Steve is stuck in a 70's fantasy land, living the carefree life of dancing disco style and loving the beautiful ladies (which hasn't happened since 1972).

Disco Steve Adult Freak Male Hss12/Mrt10: SP 34; INIT +4 (Dex); SPD 30 ft.; DEF 14 (Dex); ATK Unarmed strike +17/+12/+7; DMG Unarmed strike 1d4+1; SQ Canned goodness (entertain: disco dancing, tumble), can't touch this (Dex bonus to Defense, cannot be flanked), crap!, too much free time (entertain: disco dancing); SA Pimp slap 3/day; SV FORT +10, REF +15, WILL +14; COOLNESS 2, NEUTRALITY 44, UNCOOLNESS 4; STR 13, DEX 19, CON 13, INT 9, WIS 13, CHA 8.

Skills: Balance +31, Bluff +9, Drive +29, Entertain (disco dancing) +31, Jump +26, Profession (manager) +25, Spot +10, Tumble +31.

Feats: Acrobatic, Brawling, Combat Reflexes, Dodge, Improved Dodge, Mobility, Skill Emphasis (entertain: disco dancing).

Possessions: Disco clothing.

#55 - The Candy Factor, [Food] Candy Store

In this store, you can find the largest variety of candies ever known. They have jelly beans, brownies, cookies, chocolates, and more than once could possibly list. They also serve cold drinks, such as sodas and slurpees, and also smoothies and milkshakes. They also serve hot chocolate and coffee. The owner is a nice lady who loves children.

#56 - Twist and Bake, [Food] Pretzel Restaurant

This small business is a pretzel bar which sells baked pretzels, soft drinks, and a large assortment of dipping sauces for your pretzel. There isn't much to say, except the neon sign is a green pretzel, and all the employees wear pretzel hats.

#57 - Phat Clothes, [Apparel] Clothing Store

This store carries the hippest clothes for today's fashion trend setters. From high heels to platform shoes, to bell bottoms and those shirts that glitter and feel weird, they have them all. The clerks are also very fashionable and hip, with it. They can answer any questions about fashion, and put you down in the same sentence. The clothes are very expensive however, and most people don't feel the cost is necessary. In the background one can hear R&B and rap music playing. In the middle of the store is a strobe light that is always on.

#58 - The Gaming Vault, [Leisure] RPG Store

This store carries every role playing game known to man. From Alternity to the Wheel of Time, you can find any and every published role playing game ever released, even old editions which are hard to find. Not only can you find RPG books, but you can buy many types of dice, from opaque to transparent to just plain weird. Also sold are novels, board games, card games, miniatures, maps, magazines, and comics. In the backroom is a small table, where the owner and a few choice customers play Chainmail and other strategic war games once a week. The owner is an overweight man in his forties named Craig. He is a hardcore gamer and claims to know everything about RPGs, owing to all the net groups and forums he visits on the internet. He will argue until someone gives up or sees he is correct.

Craig Adult Nerd Male Gek20: SP 31; INIT -1 (Dex); SPD 30 ft.; DEF 9 (Dex); ATK Unarmed strike +15/+10/+5; DMG Unarmed strike 1d4; SQ Computer whiz +10, half-assed +10, nerd meister; SV FORT +7, REFLEX +8, WILL +13; COOLNESS 2, NEUTRALITY 40, UNCOOLNESS 7; STR 10, DEX 9, CON 12, INT 20, WIS 12, CHA 8.

Skills: Computer Use +41, Craft (miniatures) +31, Drive +22, Hobby (card gamer) +24, Hobby (munchkin) +27, Hobby (role player) +27, Hobby (war gamer) +27, Knowledge (gaming companies) +29, Knowledge (role playing games) +32, Knowledge (war games) +29, Profession (manager) +24, Repair +28.

Feats: Infamy, Pity, Skill Emphasis (computer use), Skill Emphasis (craft: miniatures), Skill Emphasis (hobby: munchkin), Skill Emphasis (hobby: role player), Skill Emphasis (hobby: war gamer), Skill Emphasis (knowledge: role playing games).

Possessions: None.

#59 - Back to School, [Leisure] School Supply Store

This store carries everything a parent needs to get her children out of her house and back to school - damnit. From backpacks to calculators to pencils and notepads, it has it all. Parents shop here frequently, and try to stay away from the teenagers in the mall. In this store, is a secret society of parents, bent on taking away a teenager's god given rights of fun, fashion, and free time. They plot diabolical ways to make life hell. No one knows about this secret society except for the parents themselves. They also have teenager contacts in the mall, spying on the teens.

#60 - Shoes for All, [Apparel] Shoe Store

This large store is one huge room with four huge shelves full of shoes for adults, boys and girls, and toddlers. There are only two people who work here, and they help customers find the right shoes for them. They sell shoes, boots, sandals, and anything else one can think of that is worn on the foot.

#61 - Marcus Brothers Jewelry, [Leisure] Jewelry Store

This store sells exquisite jewelry of all kinds. From rings to pendants to earrings, they sell it all, and at expensive prices. The store is owned by the Marcus Brothers. John and Brady Marcus are adults who are very effeminate and very cultured, bickering all the time due to sibling rivalry.

Sierra Vista Mall NPCs

Bill

Bill is the local security officer of the Sierra Vista mall. Bill is a normal guy who loves his job. He doesn't do it for the money - which is very little. He doesn't do it for the benefits - which are very few. He does it for the joy of being part of a social whole where he is the one on the border of chaos enforcing law. He is a friendly guy, but is a bit frustrated that people do not like him just because he is a security officer. Despite that, he loves his job to the fullest.

Bill Adult Norm Male Fbp20/Set10: SP 41; INIT +5 (+1 Dex, +4 Improved Initiative); SPD 30 ft.; DEF 11 (Dex); ATK Unarmed strike +26/+21/+16/+11 melee; DMG Unarmed strike 1d4+1; SA I'm gonna beat you; SQ Backup, confidence +5, salary, store access, supplies, unrestricted access; SV FORT +21, REF +12, WILL +20; COOLNESS 3, NEUTRALITY 6, UNCOOLNESS 63; STR 12, DEX 13, CON 12, INT 15, WIS 10, CHA 19.

Skills: Climb +31, Drive +39, First Aid +15, Hobby (fishing) +40, Knowledge (streetwise) +18.5, Jump +29, Sense Motive +15.

Feats: Alertness, Athletic, Blind-Fight, Brawling, Chosen of the WENIS, Combat Reflexes, Dodge, Endurance, Expertise, Favored Terrain (walkways), Improved Bullrush, Improved Dodge, Improved Disarm, Improved Initiative, Improved Trip, Infamy, Iron Will, Mobility, Point Blank Shot, Power Attack, Precise Shot, Quick-Draw, Run, Spring Attack, Trustworthy.

Possessions: Keys, mace, set of clothes, walky talky.

Deckard C

Deckard C, whose real name is Michel, is a freak who believe he is actually Deckard Cain from the popular computer game Diablo and Diablo II. His head is shaved and he has a goatee. He also does a dead on Sean Connery impression, which is what Deckard Cain sounds like. He hangs out at the fountain, in the middle of the Sierra Vista mall. When he isnt acting like Deckard Cain, he is break dancing across the floor to the Crystal Method.

Deckard C Freak Male Hss11: SP 22; INIT +1 (Dex); SPD 30 ft.; DEF 11 (Dex); ATK Unarmed strike +8/+2 melee; DMG Unarmed strike 1d4; SQ Canned goodness (entertain: acting), too much free time (entertain: acting); SV FORT +6, REF +4, WILL +6; COOLNESS 2, NEUTRALITY 22, UNCOOLNESS 1; STR 11, DEX 13, CON 13, INT 10, WIS 9, CHA 20.

Skills: Drive +15, Entertain (acting) +30, Entertain (dancing) +19, Entertain (singing) +19, Gather Information +19, Hobby (computer gaming) +14, Listen +13.

Feats: Dodge, Improved Dodge, Mimic, Skill Emphasis (entertain: acting).

Possessions: Set of clothing.

Gina

In the mall, there is probably no one more feared then Gina. In Gina's defense, she has had to deal with many punks in her time. Time and time again, she has been taunted for her size, and time and time again she has shown she is tougher then most people think. Her ability to fight combined

with her training in the martial arts is deadly. Over time, she has become cynical, and takes out her anger on others. She will not start a fight, but she will definitely finish it.

Gina Adult Jock Female Kfk20/Fbp20: SP 120; INIT +8 (+2 Dex, +4 Improved Initiative, +2 Bully); SPD 30 ft.; DEF 20 (+2 Dex, +8 Martial Arts); ATK Unarmed strike +46/+41/+36/+31; DMG Unarmed strike 1d10+11; SA Martial arts; SV FORT +25, REF +20, WILL +11; COOLNESS 4, NEUTRALITY 8, UNCOOLNESS 83; STR 29, DEX 15, CON 15, INT 10, WIS 9, CHA 14.

Skills: Bluff +12, Drive +45, Intimidate +37, Listen +19, Profession (clerk) +19, Spot +19.

Feats: Athletic, Bully, Cleave, Combat Reflexes, Dodge, Endurance, Expertise, Great Cleave, Great Fortitude, Infamy, Improved Bullrush, Improved Critical (unarmed strike), Improved Initiative, Iron Stomach, Power Attack, Toughness (x9), Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike), Whirlwind Strike.

Martial Arts Maneuvers: Blood of the Dragon, Cobra Stance, Crane Stance, Earth Fist, Fire Fist, Fists of Fury, Five Elements Fist, Flying Dragon Fist, Grace of the Crane, Invincible Eagle Claw, Iron Palm, Mantis Stance, Metal Fist, One Hundred Eyes, Plum Blossom Fist, Pounce of the Tiger, Speed of the Leopard, Torrent of Chi, Ultimate Stance, Water Fist, Way of the Snake, Whirlwind Strike, Wood Fist.

Possessions: None.

Sierra Vista Mall Rumors and Legends

The Gold of Quetzalcohalahutidamamoriyama: Some say that once a long time ago, while the Sierra Vista mall was still being built, there was a man named Quetzalcohalahutidamamoriyama, or 'Q' for short. According to the legend, he had amassed a huge amount of money, but had no where to hide it. Putting all his money in a chest, he snuck in to the mall at night, in to the undermall, hit it in a wall and sealed it up. No one has found the money, or 'Q' ever again. The Lore DC of this legend is 20.

The Sacrifice: Long ago, during the Axis Wars, there was much fighting, and no would ever think of peace; except one person, John Bridges. John was an Ultimate Mall Citizen, and a P.O.T.W.E.N.I.S. One day, he was drinking a soda in The Oasis when a fight broke out between some Malevolent Masters of the Nut Graf and some P.O.T.W.E.N.I.S. John, who was fed up with the fighting threw down his hockey stick and shouted "I am so sick and tired of this fighting! It solves nothing! Until you stop fighting I will not fight on either side!" Everybody was so shocked and amazed at this occurrence. Using all the strength of the WENIS and his own coolness, he gave his greatest powers and created an aura in the store. To this day, the aura still stands. The Lore DC of this legend is 30.

The Squirrel of Death: No legend is more prevalent then the legendary Squirrel of Death. According to legend, some freaks fed a caged squirrel in the undermall a slurpee and some Bazooka Joe bubble gum. What happened next has not been confirmed: the squirrel escaped and attacked the freaks, knocking them unconscious. Supposedly, it is a very intelligent squirrel, and the food made it stronger then a normal squirrel. Some say it hides in mall trees, waiting to pounce an unfortunate freaks or weirdoes. Further experiments to create a second squirrel of death have failed. The Lore DC of this legend is 0.

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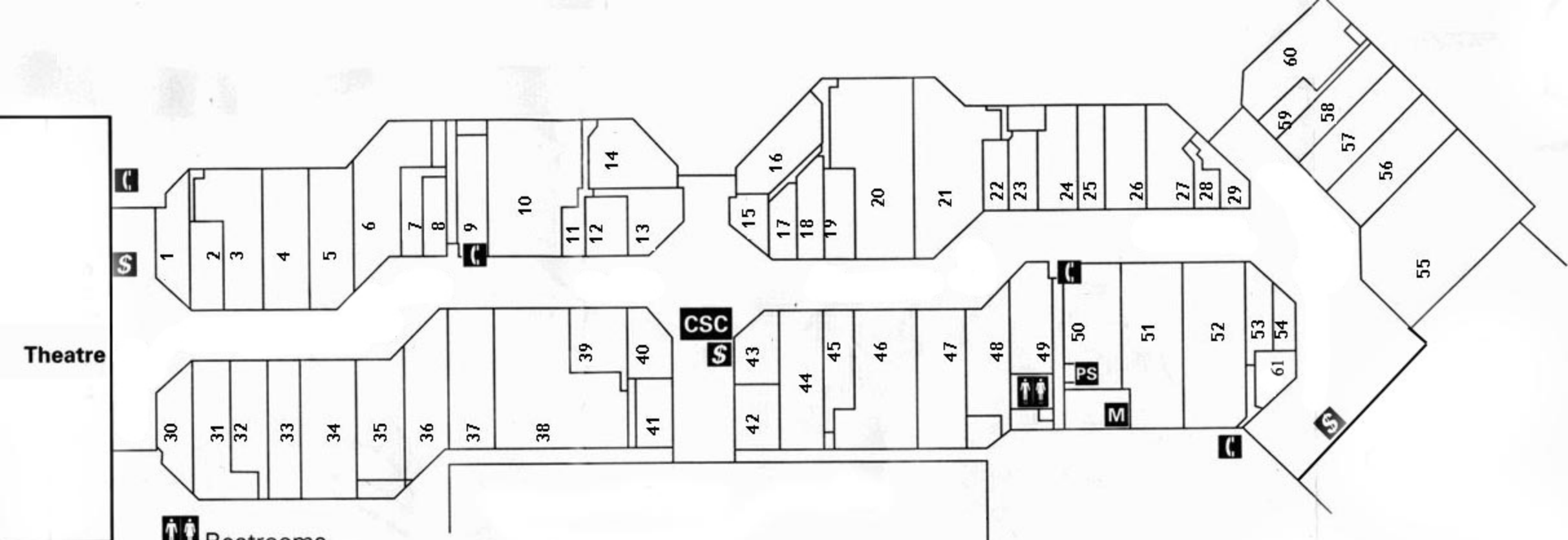
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