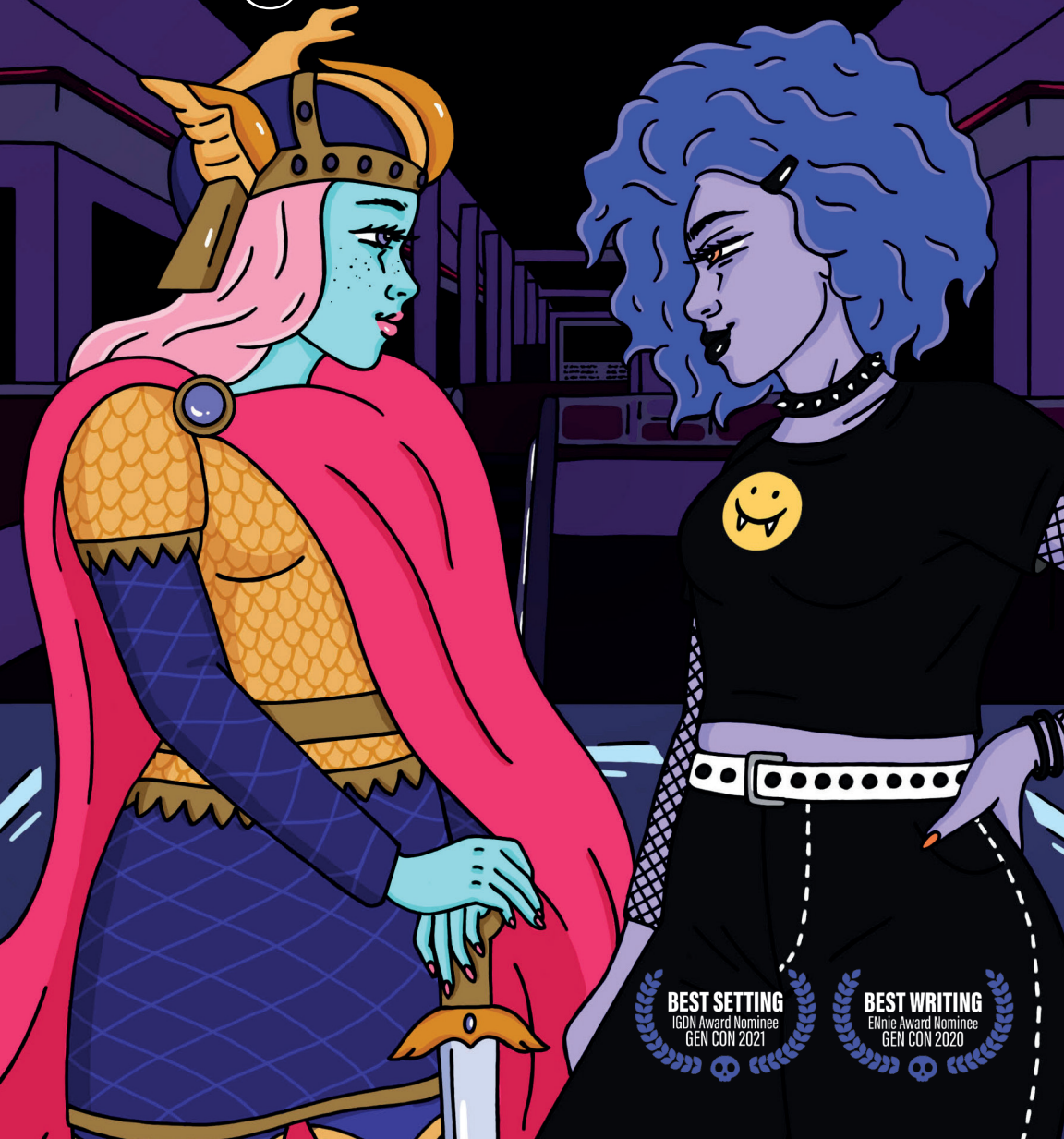


LUCIAN KAHN'S

# WISIGOTHS VS WALLGOTHS

A TABLETOP ROLEPLAYING GAME & DATING SIM



**BEST SETTING**  
IGDN Award Nominee  
GEN CON 2021

**BEST WRITING**  
ENnie Award Nominee  
GEN CON 2020

# Missigoths vs Mallgoths

A TABLETOP ROLEPLAYING GAME & DATING SIM



# LUCIAN KAHN

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IN HONOR OF MY

**GREAT AUNT NETTIE**  
**STYLE ICON, ICONOCLAST, DIVA**

January 11, 1922 – Halloween, 2019

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# Oh my

## OVERVIEW

Visigoths vs. Mall Goths is a tabletop roleplaying game and dating sim about the conflicts and romances among the warriors who sacked ancient Rome and 20th century spooky teens, set in a suburban Los Angeles shopping mall during 1996. There are a lot of bisexuals.

The plot structure of Visigoths vs. Mall Goths resembles an open-world videogame RPG. The adventure episodes offer quests for you to pursue (or ignore) in a mall packed with many strange retro marvels. You can create your own plots or explore the mall like a sandbox game. Or you can just replay the game over and over to kiss all the kissable clerks.

The game supports either one-shots or campaign play.

# Goth!

## THIS BOOK CONTAINS THE ENTIRE GAME, INCLUDING:

- ★ An original, easy-to-learn gameplay system that fits on a single page.
- ★ Detailed instructions for creating 3 types of Visigoths (Conqueror, Charlatan, Runecaster) and 3 types of Mall Goths (Theatre Tech, Witch, Cyber Pet).
- ★ A fully developed mall setting, featuring 17 stores and 24 clerks from a variety of cultures/subcultures. Clerks come with rad and bumper qualities, a list of best friends, and a list of exes.
- ★ Printable character sheets, mall maps, game rules, and a clock.
- ★ A list of embarrassing traits and a system for using them to help your friends.
- ★ An emo battle system based on hurt feelings.
- ★ A guide to safety and having fun.
- ★ 6 adventure episodes to help you plan one-shot sessions or multi-session campaigns.

# VISIGOTHS VS. MALL GOTHS TELLS A STORY ABOUT TWO GROUPS OF OUTSIDERS WHO DON'T GET ALONG.

Long ago, the Visigoths sacked Rome in search of a homeland. But just last year, a careless suburban Mall Goth with a Ouija board evoked an entire community of Visigoths into 1996 from the distant past. At first, the Visigoths were confused by the modern world. But they adapted quickly and soon opened their own stores in the mall. Their ultimate goal: to conquer the entire mall and maybe one day, Los Angeles itself!

The Visigoths never forgave the Mall Goths for uprooting them. The Mall Goths never forgave the Visigoths for trying to push them out of the mall. This means war!

## **You will need:**

- ★ A strange sense of humor
- ★ 4-6 character players and 1 facilitator player (the Mallrat), consisting of:
  - ◆ at least 2 Visigoths
  - ◆ at least 2 Mall Goths
  - ◆ the Mallrat, who will need some extra time to prepare
- ★ 2 6-sided dice (2d6) per player
- ★ Paper for passing notes
- ★ Something to write with
- ★ 3-5 hours per adventure

## **You will *not* need:**

- ★ Historical accuracy

## PLAYING ONLINE

Although *Visigoths vs. Mall Goths* is an in-person game by default, you can also play it online with some small adjustments. All players will need:

- ★ Voice and text chat software, such as Discord or Zoom
- ★ A dice-rolling website, such as Roll20 (or an agreement to roll physical dice at home and report the results)

Email each player the printouts. Use direct messages instead of paper for passing notes. Follow all other game rules as written.

## INSPIRATION

Hi, I'm the game designer, Lucian Kahn. I grew up in Los Angeles and was a goth-clubbing, bisexual grunge-rock teen in the 90s.

My biggest design inspirations for *Visigoths vs. Mall Goths* were the videogames *Earthbound*, *Dragon Age: Origins*, *Monster Prom*, and *The Sims 3*. In tabletop roleplaying games, I learned a lot from *Montsegur 1244*, *Witch: The Road to Lindesfarne*, *Shooting the Moon*, *Masks*, and *Dungeons & Dragons 5th Edition*.

Imagine a surreal combo of *The Craft*, *Empire Records*, *Bill & Ted's Excellent Adventure*, and *Clueless*.

# Printouts

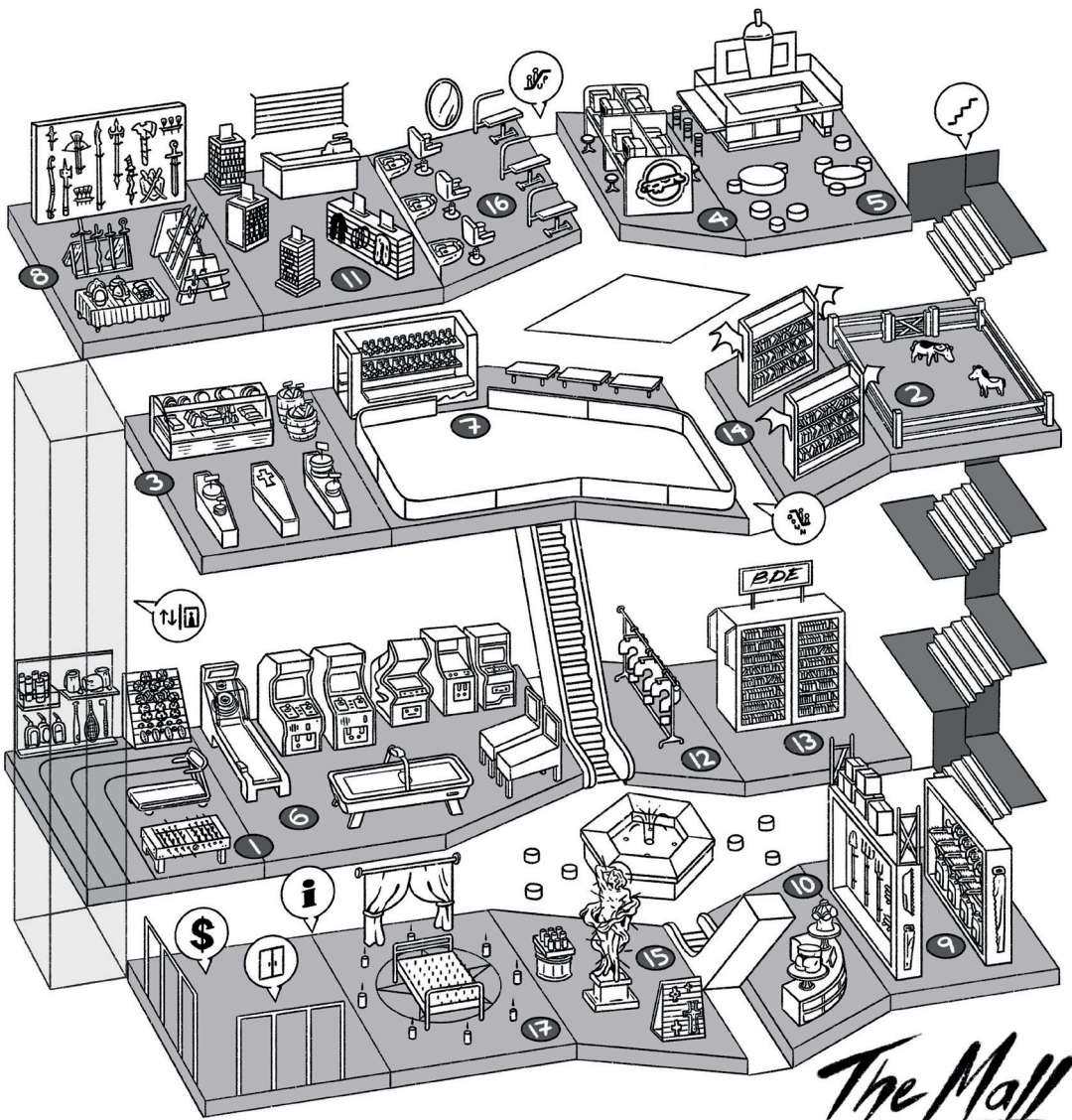


## PRINTOUTS

- ◆ Glamorous Mall Map, pp. 8  
*1 copy per player*
- ◆ Simple Mall Map, pp. 9  
*1 copy per player*
- ◆ Character Sheets, pp. 10  
*1 set of 4-6 characters per game*
- ◆ Game Rules, pp. 22  
*1 copy per player*
- ◆ Clock, pp. 24  
*1 copy per game*

You can photocopy these from the book or print them from the PDF.

These printouts are also available for free download in single-page format. Search for “Visigoths vs Mall Goths” on [DriveThruRPG.com](https://DriveThruRPG.com) or at [necromancy.itch.io](https://necromancy.itch.io).



# The Mall

## Active

- 1 PLAY GAUL
- 2 TINY JÖTUNN ADVENTURES

## Dining & Food

- 3 A FETA WORSE THAN DEATH
- 4 FLOPPY JOE'S CYBER CHILI
- 5 LEMON THEODOSIUS

## Entertainment

- 6 DARQUADE
- 7 HYPER GRRRL ROLLER RINK

## Hardware

- 8 ACE OF MACE
- 9 BRICK & MORTAL

## Accessories

- 10 ATHAWULF'S SECRET
- 11 BAIRE'S
- 12 TOTALLY RANDOM!

## Electronics

- 13 BIG DISC ENERGY
- 14 DRACULA VIDEO

## Gifts

- 15 SAINT SEBASTIAN'S CATHOLIC GIFTS

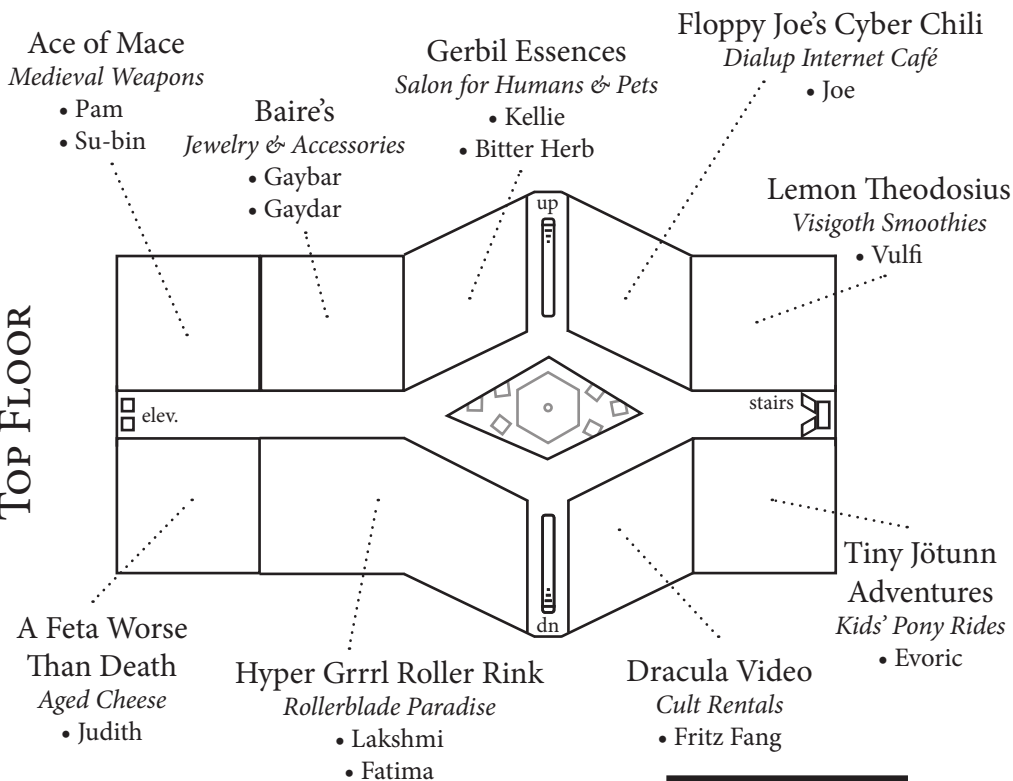
## Health & Beauty

- 16 GERBIL ESSENCES
- 17 HAIL SATIN

## Key

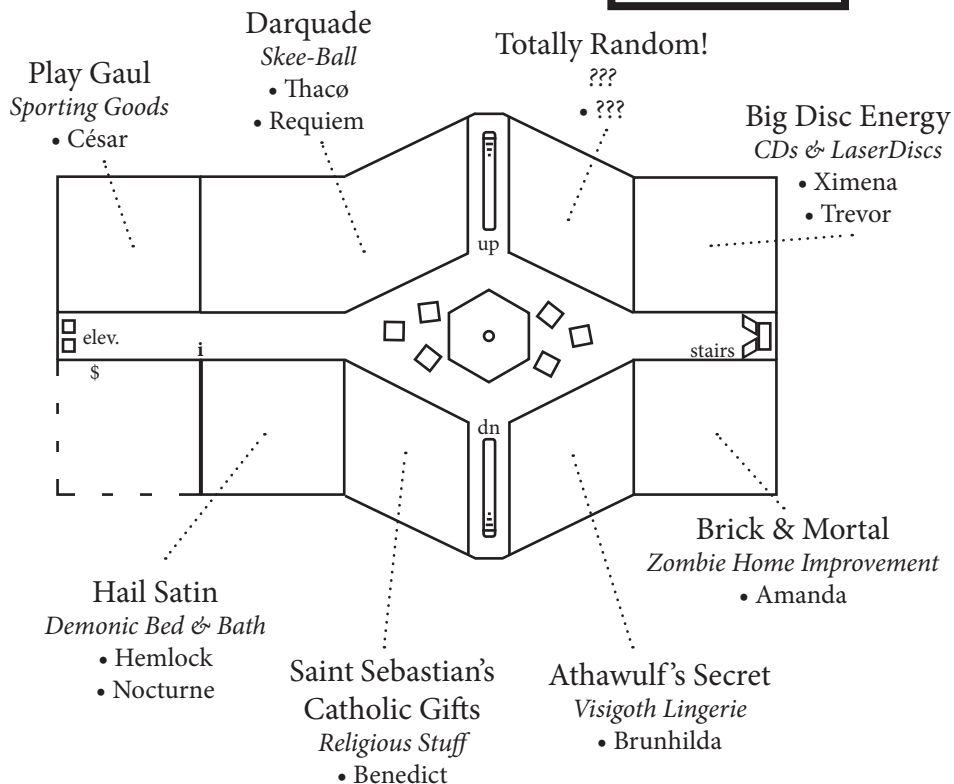


TOP FLOOR



**THE MALL**

BOTTOM FLOOR



# CONQUEROR

## VISIGOTH

### NAME:

AGE: 16

female Heva, Ultragotha  
male Alaric  
unisex Goda

## CONQUEROR POWERS

**SKILLS** (change 1 of the below to +3):

**SPEARS +2**

**THEFT +2**

**CONTROL ANIMALS +2**

(this doesn't work on humans in fur suits)

### PRONOUNS:

she/her he/him they/them  
si/ija is/ina ita/ita  
or choose your own

### ARE YOU STILL GLOWING FROM TIME TRAVEL?

yes  no  maybe a little

### GOTH STYLE:

maille & helmet colorful tunic  
dramatic gown gold jewelry & cape  
bone & sinew hoodie or choose your own

### RELIGION:

Germanic polytheist heretical Christian  
or choose your own

**ONCE PER DAY,  
WITHOUT ROLLING:**

Convince someone that a modern item was invented by Visigoths.

## EMBARRASSING TRAITS

A Mall Goth gives you 1 from the Embarrassing Traits List:  
keep it, or reject it and pick 2 instead.

### EMBARRASS YOURSELF:

To give a friend +3 on their roll.



# CHARLATAN

## VISIGOTH

**NAME:**

**AGE: 16**

**female** Radegond  
**male** Unwén, Dag  
**unisex** Romilda

**PRONOUNS:**

she/her he/him they/them  
si/ija is/ina ita/ita  
*or choose your own*

**ARE YOU STILL GLOWING FROM TIME TRAVEL?**

yes  no  maybe a little

**GOTH STYLE:**

maille & helmet colorful tunic  
dramatic gown gold jewelry & cape  
bone & sinew hoodie *or choose your own*

**RELIGION:**

Germanic polytheist heretical Christian  
*or choose your own*

## CHARLATAN POWERS

**SKILLS** (*change 1 of the below to +3*):

**PERSUADE +2**

**INSPIRE RELIGIOUS ACTS +2**

**CHASE/FLEE +2**

**ONCE PER DAY, WITHOUT ROLLING:**

Write a forged note; the recipient will believe it's authentic.

## EMBARRASSING TRAITS

*A Mall Goth gives you 1 from the Embarrassing Traits List: keep it, or reject it and pick 2 instead.*

**EMBARRASS YOURSELF:**

To give a friend +3 on their roll.



# RUNECASTER

## VISIGOTH

### NAME:

AGE: 16

female Gelvira  
male Vermundo, Fritigern  
unisex Liuva

### PRONOUNS:

she/her he/him they/them  
si/ija is/ina ita/ita  
*or choose your own*

### ARE YOU STILL GLOWING FROM TIME TRAVEL?

yes  no  maybe a little

### GOTH STYLE:

maille & helmet colorful tunic  
dramatic gown gold jewelry & cape  
bone & sinew hoodie *or choose your own*

### RELIGION:

Germanic polytheist heretical Christian  
*or choose your own*

## RUNECASTER POWERS

**SKILLS** (*change 1 of the below to +3*):

**MAKE INVISIBLE +2**

**LEVITATE +2**

**STUN +2**

*(All your skills use a rune; the rune affects whatever touches the carved side of the runestone until removed)*

**ONCE PER DAY, WITHOUT ROLLING:**

Carve runic graffiti on a store wall and nobody will see you shoplifting from that store.

## EMBARRASSING TRAITS

*A Mall Goth gives you 1 from the Embarrassing Traits List: keep it, or reject it and pick 2 instead.*

### EMBARRASS YOURSELF:

To give a friend +3 on their roll.



# THEATRE TECH

## MALL GOTH

### NAME:

AGE: 16

**female** Lenore, Aurora, Jenny  
**male** Damian, Danny  
**unisex** Onyx, Velvet, Narcisse, Sammy

### PRONOUNS:

she/her he/him  
they/them or choose your own

### GOTH STYLE:

trad Romantic goth-punk  
cyber Victorian fairy  
vampire or choose your own

### RELIGION:

Wiccan Unitarian-Universalist  
Atheist Jewish Catholic  
Muslim or choose your own

## THEATRE TECH POWERS

**SKILLS** (change 1 of the below to +3):

**COSTUMES +2**  
**PYROTECHNICS +2**  
**RAPPELLING/RIGGING +2**

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---

**ONCE PER DAY,  
WITHOUT ROLLING:**

Make a clothing item out of duct tape and give it to someone; this item gives the wearer a +1 or a -1 to the skill of your choice.

## EMBARRASSING TRAITS

*A Visigoth gives you 1 from the Embarrassing Traits List: keep it, or reject it and pick 2 instead.*

---

---

### EMBARRASS YOURSELF:

To give a friend +3 on their roll.



# WITCH

## MALL GOTH

### NAME:

AGE: 16

**female** Athena, Hecate, Gehenna  
**male** Belial, Azazel  
**unisex** Wren, Umbra, Ember

### PRONOUNS:

she/her he/him  
they/them or choose your own

### GOTH STYLE:

trad Romantic goth-punk  
cyber Victorian fairy  
vampire or choose your own

### RELIGION:

Wiccan Unitarian-Universalist  
Atheist Jewish Catholic  
Muslim or choose your own

## WITCHCRAFT POWERS

**SKILLS** (change 1 of the below to +3):

**DETECT LIES +2**

**PERSUADE +2**

**HAUNT +2**

(imbue a person/place/object with a spooky presence)

**ONCE PER DAY, WITHOUT ROLLING:**

Ask someone an emotional question, and they must answer with their true feelings.

## EMBARRASSING TRAITS

A *Visigoth* gives you 1 from the *Embarrassing Traits List*: keep it, or reject it and pick 2 instead.

### EMBARRASS YOURSELF:

To give a friend +3 on their roll.



# CYBER PET

## MALL GOTH

(Technically human.)

### NAME:

AGE: 16

**female** Luna, Tabitha, Mlemily

**male** Cerberus, Lynx, Azrael

**unisex** Jinx, Hex

### PRONOUNS:

she/her he/him

they/them himb/himb

mley/mlem or choose your own

### GOth STYLE:

trad Romantic goth-punk

cyber Victorian fairy

vampire or choose your own

### RELIGION:

Wiccan Unitarian-Universalist

Atheist Jewish Catholic

Muslim or choose your own

## CYBER PET POWERS

**SKILLS** (change 1 of the below to +3):

**BITE +2**

**HACK ELECTRONICS +2**

**PLAY DEAD +2**

**ONCE PER DAY, WITHOUT ROLLING:**

Put on cute animal ears for an instant half-price discount at any store.

## EMBARRASSING TRAITS

A Visigoth gives you 1 from the *Embarrassing Traits List*: keep it, or reject it and pick 2 instead.

### EMBARRASS YOURSELF:

To give a friend +3 on their roll.



# GAME RULES

Before starting play, read these rules out loud together. Go around the table and let each player read a section to the group. This is a great time to ask questions.

## TEAMS AND THE MALLRAT



There are two teams, Visigoths and Mall Goths. Inside the fiction, Visigoth *characters* and Mall Goth *characters* are rivals. At the table, Visigoth *players* and Mall Goth *players* are collaborative storytellers. The player with the complete guide to the mall is called The Mallrat. The Mallrat facilitates the game.

## SCENES



**TIMESLOTS AND STORE VISITS:** Each day is broken up into 6 time slots. Each team of goths plays out a scene in 1 store per timeslot (either 1 scene with both teams, or 2 scenes with teams in separate stores). Team members must stay together as a group for store visits, because teens in this mall only shop with their friends.

**PASSING NOTES:** When your team is not in a scene, you may write in-character notes to your teammates back and forth. This is always optional.

### SOME THINGS TO DO IN STORES:

- ★ Talk with your team about plans or strategies.
- ★ Talk to store clerks to get information.
- ★ Go shopping or shoplift.
- ★ Debate about music, fashion, religion, or other cultural matters.
- ★ Fight.
- ★ Talk about hurt feelings to heal them.
- ★ Flirt, ask people on dates, or make out.

### PASSAGEWAYS

You can also hang out in the passageways with other characters (elevators, escalators, stairwells, and hallways). Visiting passageways doesn't advance the clock.

## ROLLING DICE



Players roll dice to resolve conflicts. If there's no conflict, there's no need to roll dice. You roll-off against another player, a Mallrat-controlled character, or the mall itself. Always roll 2d6 and add any relevant modifiers from your skills (on your character sheet) or special items. Whoever has the highest number succeeds and the other fails. Both players succeed on a tie, and the situation escalates ridiculously or dramatically.

## HURT FEELINGS



Most games only track *physical* damage, but this game only tracks *emotional* damage. If your character sheet contains 2 or more hurt feelings, you are emotionally overwhelmed and can't physically fight or use embarrassing traits until you talk about your feelings with a friend.

**HURT FEELINGS FROM PHYSICAL ATTACKS:** Physical attacks always hurt everyone's feelings. When your physical attack against an opponent is successful, you *and* your opponent both experience hurt feelings. Write a word describing how your character feels in the "hurt feelings" section of your character sheet.

**HURT FEELINGS FROM OTHER EVENTS:** If you believe something other than a physical attack wounded your character's feelings, feel free to add a hurt feeling to your character sheet. This rule is less strict than the rule about physical attacks—it's up to the player to judge their own character's emotions.

**HEALING:** Each character can only heal and erase a total of 1 hurt feeling from their character sheet per scene.

## EMBARRASSING TRAITS



Embarrass yourself to make your friends seem cool in comparison! If you draw attention to your embarrassing trait, you may offer another player a +3 bonus to their roll, but you must add "embarrassed" to your hurt feelings. You may announce this before or after your friend rolls, but you must announce it before the Mallrat describes the narrative result. You must have an empty slot available in your hurt feelings to use an embarrassing trait.

## KISSING?

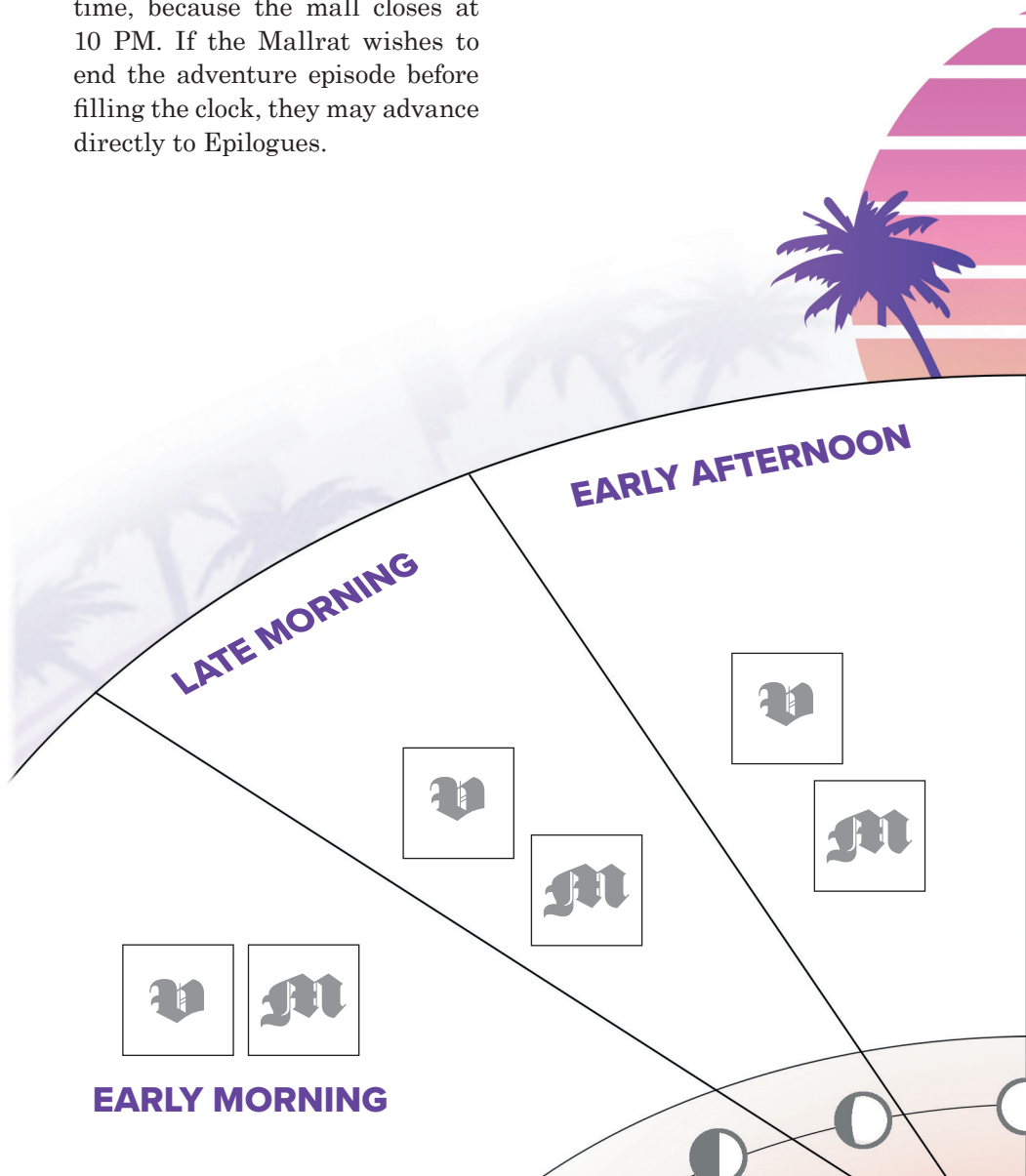


Always ask before initiating a romantic or kissy plotline with another player's character. Yes means yes. No means no. Maybe also means no.

# CLOCK

All adventure episodes begin in the Early Morning timeslot. Each team of goths plays out a scene in 1 store per timeslot (either 1 scene with both teams, or 2 scenes with teams in separate stores). When the Late Evening timeslot is complete, the adventure episode is over. There is no way to get extra time, because the mall closes at 10 PM. If the Mallrat wishes to end the adventure episode before filling the clock, they may advance directly to Epilogues.

Place this clock in the middle of the table to track the passage of time. Whenever a group of goths leaves a store, check a box. When both boxes for a timeslot are checked, advance to the next timeslot.



**EARLY MORNING**

# MISGOths vs MALL GOths

## EPILOGUES

Each player makes a few brief statements about what happens to their character after the events of this adventure episode.



LATE AFTERNOON

EARLY EVENING

LATE EVENING



Before  
you play

# SAFETY AND HAVING FUN

Although the usual tone of Visigoths vs. Mall Goths is lighthearted and absurd, like all interactive media it runs the risk of entering emotionally or psychologically challenging territory. You should discuss the following as a group before character creation to help everyone have a fun time. Experienced roleplayers may have different safety techniques in mind than the ones in this chapter; feel free to use what works best for you and your friends.

## THE PIZZA METAPHOR

You wouldn't surprise your friends with anchovies on pizza night, would you? It's a better idea to discuss with your friends ahead of time what pizza toppings you all want and don't want.

A roleplaying game is a pizza. Maybe you want to use this chapter's recommended safety techniques, and maybe you don't. But either way, at least talk to your friends about what type of content you all want and don't want in the story. A short conversation can save the pizza party!

## HOW SEXY IS THIS GAME?

If Visigoths vs. Mall Goths were a movie, it would be rated PG-13. This game is designed to tell stories that include flirting, romance, dates, kissing, making out, and light kink (fuzzy handcuffs, a chest harness, fursuits, etc.). There's also a lingerie store, a store with a sexy pun in the name, and a 90s-style online Purity Test. If the clerks strike your group as a bit young for this sort of thing, feel free to make anyone older. If you wish to omit any of these elements from the game, come to an agreement as a

table. This game wasn't designed for sex scenes beyond kissing or making out, partially because it takes place in a shopping mall. (The game designer did a lot of weird things as a teenager in LA in the 90s but never had sex in the Sherman Oaks Galleria.)

If you'd like to add sex scenes to the game, come to an agreement as a table – just make sure everyone actually wants to play with this content (especially your quietest friends), since teen sexuality is a common uncomfortable or off-limits topic for many players. By default, *Visigoths vs. Mall Goths* is less racy than the roleplaying game *Monsterhearts*, the TV show *Stranger Things*, and the PG-13 1995 film *Empire Records*—but it still has that spark.

Always get player consent before attempting to initiate a romantic or kissy plotline with their character. This rule applies even more strongly when playing with strangers or distant acquaintances. Don't be creepy. This game is for fun.

## AWKWARD GROUP DYNAMICS TO AVOID

Since this game can get flirty, you should probably avoid playing it with your relatives. You should also avoid a mixture of adult and teen players, and instead make your games either adults-only or teens-only.

## BE RESPECTFUL

This mall contains a diverse cast of clerks to reflect the Los Angeles Metropolitan area. Play them as interesting people, not as stereotypes. If you're not sure how to depict someone from a community, don't worry too much about trying to convey their culture, and instead focus on their goals, emotions, and desires.

Do not play on racist tropes that you may know from movies and TV, such as over-the-top cultural practices or accents, and steer clear of racial slurs. For useful, in-depth tips on how to avoid racist tropes when portraying characters from a different background than you, the game designer recommends the blog post “May I Play a Character From Another Race?” by James Mendez Hodes.

The same applies to playing characters of a different gender identity to your own. “Cis” means “not trans,” like “straight” means “not gay, lesbian, bi, pan, etc.” If you’re not sure how to depict trans characters, play characters labeled “trans girl” as girls, play characters labeled “trans boy” as boys, and play characters labeled “genderqueer” without dwelling on gender. I mostly went with language around the concept of “genderqueer” rather than “nonbinary” as a tribute to my trans communities of the late 1990s and early 2000s, but you can use other language and concepts as you prefer. For sexual and romantic orientation, I’ve used the terms most familiar to my playtesters, but you can replace them with your own.

## RECOMMENDED SAFETY TECHNIQUES

**LINES AND VEILS:** Brainstorm and agree on Lines and Veils together at the beginning of the game. “Lines” are things you don’t want to come up at all during the game. For example, if someone at the table states “harm to animals” is a line, that theme won’t come up at all during play. “Veils” are things that are okay to have in the game, as long as they aren’t described in detail. For example, if someone wants to veil “making out,” then characters can make out in the story, but the scene fades to black when it happens (without describing the details).

For this game’s default settings, there are always lines on sexual violence and sexual non-consent.

**THE X-CARD:** Using the X-card in combination with Lines and Veils can help catch unwanted content that nobody thought to mention at the beginning of the game. Write “X” on an index card and place it in the middle of the table. This index card is like a pause button. If any player feels the game has veered into unfun territory, touching the X-card pauses the game immediately. Do not bug the player for details about why they used the X-card. In most cases, the reason for the X-card is obvious. Rewind back to before the unwanted content, and resume the story with a different approach when everyone is ready.

Occasionally, the reason for someone using the X-card is not obvious. For example, perhaps Diana unwittingly gave a character the same name as someone who dumped Jessica, and she doesn't want to think about that jerk Liz the whole game. In these cases, the player using the X-card should briefly identify the content being flagged (for example, "not that name!"). As soon as everyone understands what content needs to be omitted from the game, stop asking the player about it and go back to having fun.

**OPEN DOOR POLICY:** Your mental, emotional, social, and physical wellbeing are always more important than playing Visigoths vs. Mall Goths. If anyone at the table wants to leave the game at any time for any reason, from anxiety to boredom to acid reflux, that person is free to go—no questions asked, without being nagged, teased, prodded, or heckled. This rule applies even more strongly if the session is being recorded, streamed, or broadcast.

You don't need to experience an emergency to use the X-card or leave the game. Simply having a bad time is bad enough. This game is for fun.

## CONTENT NOTE

Visigoths vs. Mall Goths also contains the following themes: religion and spirituality (reverently and irreverently), imperialism, fear of coming out as LGBTQ, kidnapping, meat-eating and animal products, teens kissing and making out, outsider status, cartoonish violence, shoplifting, illegal drug use, earthquakes, obnoxious subcultural gatekeeping, moral ambiguity, capitalism, and lycanthropy.

## IF YOU DON'T WANT IT, CROSS IT OUT

Everybody's different, and my idea of fun may be your idea of stress. If something in this game makes you uncomfortable, cross it out. I have no power over you, I'm just some weird guy who's nostalgic for LA in the 90s. I run Visigoths vs. Mall Goths the way I wrote it, but your experience is about you, your friends, and your imaginations. *Have fun!*

# CHOOSING ROLES: WHO WERE THE GOTHS?

## THE MALLRAT (1 PLAYER)

The Mallrat spends the most time in the mall. Other games call this role game master, dungeon master, or master of ceremonies. However, imagine the Mallrat as less of a master and more of a high school sophomore who's finished their third cinnamon bun and is going back for a fourth.

### **FUN FOR PLAYERS WHO ENJOY:**

- ★ knowing all the secrets
- ★ explaining the game
- ★ setting scenes
- ★ escalating the drama
- ★ playing lots of minor characters

The Mallrat should set aside time before the game to become familiar with the rules and the mall, to choose an adventure episode (or invent one), and to make copies of all necessary printouts.

## VISIGOTHS [2 OR 3 PLAYERS]

The Visigoths were the collection of nomadic tribes who sacked Rome in 410, soon settling in Gaul and later Spain. Their religion began as Germanic polytheism and later became a type of heretical Christianity that rejected the Catholic idea of the trinity. In the early medieval period, the Visigoths spread out over a large geographic region and consisted of a variety of ethnic groups. Visigoth laws of property and marriage were unusually favorable to women for the time. Unfortunately, we in the 21st century don't know a lot about the early Visigoths. Romans wrote the history books, so history remembers them as barbarians. Due to complications from rapid Ouija-based time-travel, some of the Visigoths in this mall are glowing.

Fun for players who enjoy:

- ★ creating and playing one character
- ★ pretending to be an ancient badass in a disorienting modern culture

The 3 Visigoth types are Conqueror, Charlatan, and Runecaster. Each player should pick a different type.

- ★ **CONQUEROR:** You would ride into battle and seize this mall, if only you had a horse.
- ★ **CHARLATAN:** Why should there be any difference between a meaningful religion and a well-crafted lie?
- ★ **RUNECASTER:** Mystic symbols transmute inert stones into instruments of your will.

## MALL GOTHs (2 OR 3 PLAYERS)

The gothic subculture in music and fashion began in the 1980s and was characterized by themes of darkness, tragic romance, and horror. Mainstream clothing companies capitalized on the movement in the 1990s, and goth clothing stores began to appear in shopping malls across the United States. Mall Goths were the suburban teens who shopped in these stores and spent most of their free time hanging out together in the mall. Mall Goth culture reached a peak in 1996 with the release of the witchy movie *The Craft*. The original goths who created the music subculture regarded the Mall Goths as posers and fakes, while popular and mainstream teens regarded them as losers.

Fun for players who enjoy:

- ★ creating and playing one character
- ★ pretending to be a morbid misfit

The 3 Mall Goth types are Theatre Tech, Witch, and Cyber Pet. Each player should pick a different type.

- ★ **THEATRE TECH:** You've worked backstage at *Rocky Horror Picture Show*, and you know the ropes.
- ★ **WITCH:** Your friends value your uncanny emotional intuition, but you're not all lavender and crystals.
- ★ **CYBER PET:** Why just carry around a digital pet on a keychain when you can *be* that pet? (You're basically a furry with a Tamagotchi aesthetic.)

# CREATING CHARACTERS

The people playing goths (Visigoths or Mall Goths) fill in their character sheets using these 8-9 steps.

1. Choose a name from the list or come up with your own.
2. Choose pronouns from the list or come up with your own. (Visigoth character sheets include feminine, masculine, and neuter pronoun suggestions from the Gothic language for your convenience.)
3. If you're playing a Visigoth, decide if you're still glowing from time travel.
4. You automatically start with a +2 bonus on your dice rolls for 3 skills. Upgrade 1 of these skills to +3.
5. Choose a goth style from the list or come up with your own.
6. Choose a religion from the list or come up with your own. (How seriously does your character take religion?)

7. Everyone introduces the goth they've made to the group. This will help decide embarrassing traits in the next step.
8. Turn to the Embarrassing Traits list. Choose a player on the opposite team to give you an embarrassing trait. You may keep the trait they give you, or veto it and choose 2 traits from the list.

For a quick start, character creation can end here. If you have a bit more time, continue to step 9.

9. All of these goths know each other from the mall, some more intimately than others. Choose 2 of the "Starting Relationships" sentences. One sentence must be about the character to your left, and the other sentence must be about a character on the opposing team. For each sentence, fill in the first blank with the character's name, and the second blank with an idea from your imagination. When everyone is finished, read these out loud. Players may veto any starting relationship details they don't want, in which case whoever wrote it should think of something else. These backstory details do not change any character's skills, powers, or otherwise modify the game rules.

When everybody is happy with their characters, the game can begin.

# EMBARRASSING TRAITS LIST

## VISIGOTH

EMBARRASSING TRAIT OPTIONS  
(AND IDEAS FOR ROLEPLAYING THEM):

**allergic to metal** (scratch your rash, throw off your armor or weapons)

**bad dancer** (say what music is playing in the mall and dance badly in public)

**dumped by famous lover** (talk about your love for the one who rejected you)

**fear of animals** (say what animals are present and run away or scream)

**follow a modern religion** (pray or make reference to gods or religious concepts that began after the Middle Ages, such as Protestant Christianity, Jews for Jesus, Scientology, Satanism, Jediism, etc.)

**wish you were Roman** (speak Pig Latin)

## MALL GOTH

EMBARRASSING TRAIT OPTIONS  
(AND IDEAS FOR ROLEPLAYING THEM):

**bad taste in music** (request easy listening music in a store or play it loudly on your Discman)

**cracking voice** (let your voice crack when you speak)

**don't understand slang** (use old-fashioned slang like "Gadzooks!" or "Heavens to Betsy!")

**overprotective parents** (receive a message on the loudspeaker / your pager about curfews or homework)

**prep school student** (reveal your school uniform, school cheer, or expensive graphing calculator)

**terrible poet** (recite a bad poem)

## THE COMING OF SHADOWS

Why do we embarrass ourselves to make our friends look cool in comparison? It all goes back to the 90s science fiction show *Babylon 5*. The alien species Minbari never lie—except to help someone else save face.

# ROLEPLAYING TIPS

## NO EXIT FOR THE LOST

The entire game happens inside the mall. If you try to exit the mall on the left side, you pop up on the right side like the wraparound in a 90s videogame. You *may* use this to your advantage!

## SKILLS

You can do anything an ordinary teenager can do, plus the special skills listed on your character sheet. If you're rolling to do something ordinary, it's just a plain 2d6 dice roll without a bonus. If you acquire an item that gives a bonus to a skill that's not on your sheet, you now have that skill.

## MAGIC

Magic exists and the supernatural occurs from time to time, but most people don't have magic powers. Unless your character sheet lists a specific supernatural ability, assume you can't defy the laws of nature.

## VIOLENCE

Fights in this mall are brief, cartoonish, non-deadly, and always hurt everyone's feelings.

There are no security guards in this mall. There are no guns in this game.

## HAND-WAVE THE INJURIES

You've been stabbed with a spear! Fortunately, you're in a surreal time-travel mall with wraparound exits, so the spear passes right through you like you're Wile E. Coyote. Nothing to hurt but your feelings!

## NOBODY WINS WHEN EVERYONE'S A LOSER

This game has “vs.” in the title—does that mean it's a player vs. player competition? Sort of, but not really. The Visigoth and Mall Goth *characters* are typically enemies, and they may even battle. But the *players* aren't actually competing to win the game.

As players, your goal is to tell a story together with your friends. All conflict between characters is a plot device to help you tell an interesting story. Sometimes you'll play toward your character's advantage, but other times you'll “play to lose” so personalities and plot arcs develop. What would your character do, even if *you* know better?

## BEWARE OF “I DON'T CARE”

“I don't care about anything” was a common mall goth attitude in the 90s, but good stories require characters to care about things. Fortunately, “I don't care about anything” is usually a defense mechanism for actually caring very deeply. If you give your goth an “I don't care” affectation, decide what they actually care about underneath the façade.

## IF YOU DON'T KNOW, MAKE IT UP

Don't worry about historical accuracy. This game takes place in an alternate universe that is neither the real 410s nor the real 1990s.

## IF YOU'RE NEW TO ROLEPLAYING GAMES...

Visigoths vs. Mall Goths is a system for playing pretend. You get to imagine you're someone else, somewhere else, and do what that person would do. Use that freedom to tell an interesting story with your friends. Even if your character fails all of their goals, you as a player win the game if you give that character a great story of failure. Succeed and fail with gusto!

## IF YOU'VE PLAYED OTHER ROLEPLAYING GAMES...

**DUNGEONS & DRAGONS:** Visigoths vs. Mall Goths is less lawful and more chaotic than Dungeons & Dragons. It's also more improvisational than strategic. Many actions that would require dice rolls in D&D happen automatically through storytelling in this game. If you can't find a rule or bit of lore in this book that covers a situation, allow yourself the freedom to make stuff up.

**POWERED BY THE APOCALYPSE (PbTA):** Trust the Mallrat (facilitator) to possess information about the mall and clerks. The setting and NPCs (Mallrat-controlled characters) are more specifically detailed in the text of Visigoths vs. Mall Goths than in PbTA games. The goth players are less responsible for world-building and creating supporting characters. If you are the Mallrat, keep the Mallrat's Alphabetical Guide to the Mall open as reference while players explore the mall.

# DICE ROLL-OFF EXAMPLES

## SCENARIO 1: WINNING A ROLL

There are 2 player characters, Ultragotha and Damian. Ultragotha wants to stab Damian with a spear. Damian decides to throw a firecracker at Ultragotha. Ultragotha is a Conqueror Visigoth with a +3 bonus to spears. Damian is a Theatre Tech Mall Goth with a +3 bonus to pyrotechnics. Ultragotha rolls 2d6 and gets a 9, then adds her +3 bonus for a total of 12. Damian rolls 2d6 and gets a 6, then adds his +3 bonus for a total of 9. Ultragotha wins the roll. Ultragotha describes how she stabs Damian with the spear, and Damian describes how he misses Ultragotha with the firecracker. The Mallrat asks both goths how this fight hurt their feelings. Ultragotha adds “guilty” to her character sheet’s “hurt feelings” section, and Damian adds “frustrated” to his hurt feelings section.

## SCENARIO 2: TYING A ROLL

This time, Ultragotha isn’t a Conqueror Visigoth, but a Runecaster Visigoth with no spears bonus. When she rolls to stab Damian with a spear and gets a 9, she adds nothing to her roll. Both goths get a total roll of 9, so it’s a tie and both succeed. Ultragotha describes how she stabs Damian with the spear, and Damian describes how he hits Ultragotha with the firecracker. The Mallrat describes how the situation escalates: Kellie, the store clerk, becomes annoyed; she yells Shakespearean insults at them and threatens to pelt them with hacky sacks. Both goths describe how they feel about this fight and add a hurt feeling to their character sheet.

## SCENARIO 3: HELPING A ROLL

It’s the same as Scenario 2, except Ultragotha’s Visigoth teammate, Alaric, wants to help her by embarrassing himself as

a distraction. Both players roll a 9. However, before Ultragotha, Damian, and the Mallrat narrate what happens as a result of the roll, Alaric uses his “fear of animals” embarrassing trait to scream in fear of a nearby gerbil. Ultragotha gets +3 to her roll and is now the winner. Ultragotha and Damian describe how they feel about this fight and add a hurt feeling to their character sheet. Alaric adds “embarrassed” to his.

#### **SCENARIO 4: ROLLING AGAINST MALLRAT CHARACTERS**

Alaric is lying to the clerk of A Feta Worse Than Death, Judith, about being the king of Switzerland so she’ll give him free Swiss cheese. Alaric doesn’t have a bonus to persuasion, so he rolls 2d6 without a bonus and gets a 12. The Mallrat rolls 2d6 for Judith, because she is a clerk in the mall. The Mallrat rolls a 14 and Judith wins the roll. Judith doesn’t believe that Alaric is the king of Switzerland. She keeps the cheese and tells all her besties that Alaric is a liar.

#### **SCENARIO 5: NO ROLLS FOR NO CONFLICT**

Ember, a witch Mall Goth, wants to haunt a hairdryer sitting on a counter in Gerbil Essences. She has +3 to haunt, but the bonus doesn’t matter. Nothing opposes her, so she just does it without rolling dice.

#### **SCENARIO 6: ROLLING AGAINST THE MALL ITSELF**

Ultragotha wants to punch a hole in the wall between stores. She has no relevant bonuses, so she rolls 2d6 and gets a 10. No characters control the wall, so the Mallrat rolls 2d6 on behalf of the mall itself and gets a 9. Ultragotha describes how she punches a hole in the wall.

#### **SCENARIO 7: CRAFTING ITEMS**

Ultragotha wants to make a weapon out of Snickers bars and duct tape. Nothing’s stopping her; she just does it without rolling dice.

#### **SCENARIO 8: KISSING**

Ultragotha and Judith want to kiss. Nothing’s stopping them; they just do it without rolling dice.



# Running



# the Game

# NEW GAME CHECKLIST

## □ PRINTOUTS

For a new game of Visigoths vs. Mall Goths with 6 players, the Mallrat will need to print out:

- ★ 6 copies of the Mall Maps
  - ◆ If possible, print a double-sided sheet with the Glamorous Mall Map on one side and the Simple Mall Map on the other. These 2 views of the mall provide different information and may be useful to players at different moments.
- ★ 1 copy of each character sheet
- ★ 6 copies of the Game Rules
- ★ 1 copy of the Clock

The adventure episode you choose to run may require additional printouts. Find these sheets after the scenario instructions for each adventure episode.

## □ **SUMMARIZE THE SETTING**

Give your players a quick overview of the game, making sure they understand the whole time-travel situation. If any players are culturally unfamiliar with Visigoths and/or Mall Goths, refer to Choosing Roles: Who Were the Goths? (pp. 31)

## □ **READ THE GAME RULES ALOUD AS A GROUP**

The Game Rules are short, but experienced roleplayers may be tempted to skip them. Visigoths vs. Mall Goths has meaningfully different rules than Dungeons & Dragons and Powered by the Apocalypse (PbtA) games. Go ahead and read the Game Rules aloud together.

## □ **CREATING CHARACTERS**

Follow the instructions on the Creating Characters page. (pp. 34)

## □ **MALLRAT'S ALPHABETICAL GUIDE TO THE MALL**

Keep this handy as a reference throughout the game. You'll need to flip through it often for information about the mall's stores, clerks, items, and activities. This setting is the heart of the game. (pp. 50)

# MALLRAT ACTIONS

## TO SET A SCENE...

- ★ ask the Visigoth and Mall Goth teams which stores they would like to visit, and decide which team's scene goes first (or do a single scene if they want to visit the same store)
- ★ to escalate conflict between teams, first ask one team where they want to go, then ask the other team, "Do you want to follow them?"
- ★ if they decide to hang out in an elevator, escalator, stairwell, or hallway, roll for a random encounter from Passageways (pp. 71)
- ★ to add suspense, roll for Passageways if they wait too long to choose a store
- ★ describe the surroundings using the 5 senses (sight, sound, touch, smell, taste)
- ★ ask, "Who would you like to talk with, and what's the conversation about?"
- ★ if two characters go on a date, encourage everyone else to spy on them

## TO END A SCENE...

- ★ ask, "Is there anything else you want to do in this store before moving on?"

## MAKE PLAYERS ROLL DICE WHEN THEIR CHARACTERS TRY TO...

- ★ obtain guarded information from someone
- ★ lie to, deceive, or trick someone
- ★ persuade someone to do something unusual
- ★ attack someone
- ★ shoplift or damage store property (roll against the nearest clerk or the mall itself)
- ★ use their skills to do anything that a bystander would hate

## MAKE A CLERK...

- ★ show off a vivid personality and a specific mood
- ★ give clues in exchange for a task, item, money, or info
- ★ advertise special items and activities
- ★ sell other items that you think the store should carry
- ★ flirt with a player character
- ★ reject a flirt
- ★ play hard-to-get
- ★ make fun of a player character
- ★ get impatient with a character who isn't buying anything
- ★ defend store property with force

## WHEN PLAYER CHARACTERS FIGHT, SUGGEST HURT FEELINGS...

angry, annoyed, anxious, ashamed, bitter, betrayed, cowardly, confused, depressed, desperate, disappointed, discouraged, disgusted, distrustful, embarrassed, empty, excluded, fearful, frustrated, guilty, heartbroken, helpless, hurt, indecisive, inferior, insulted, lonely, manipulated, offended, panicked, rejected, resentful, restless, shaky, suspicious, tormented, useless

## WHEN A PLAYER WINS A FIGHT ROLL...

- ★ offer a narrative benefit, such as getting to describe the victory or bystanders' reactions

## WHEN A PLAYER FAILS A ROLL AGAINST YOU...

- ★ raise the stakes
- ★ add a new conflict or complication

## WHEN A PLAYER DOES SOMETHING UNUSUALLY COOL OR HELPFUL...

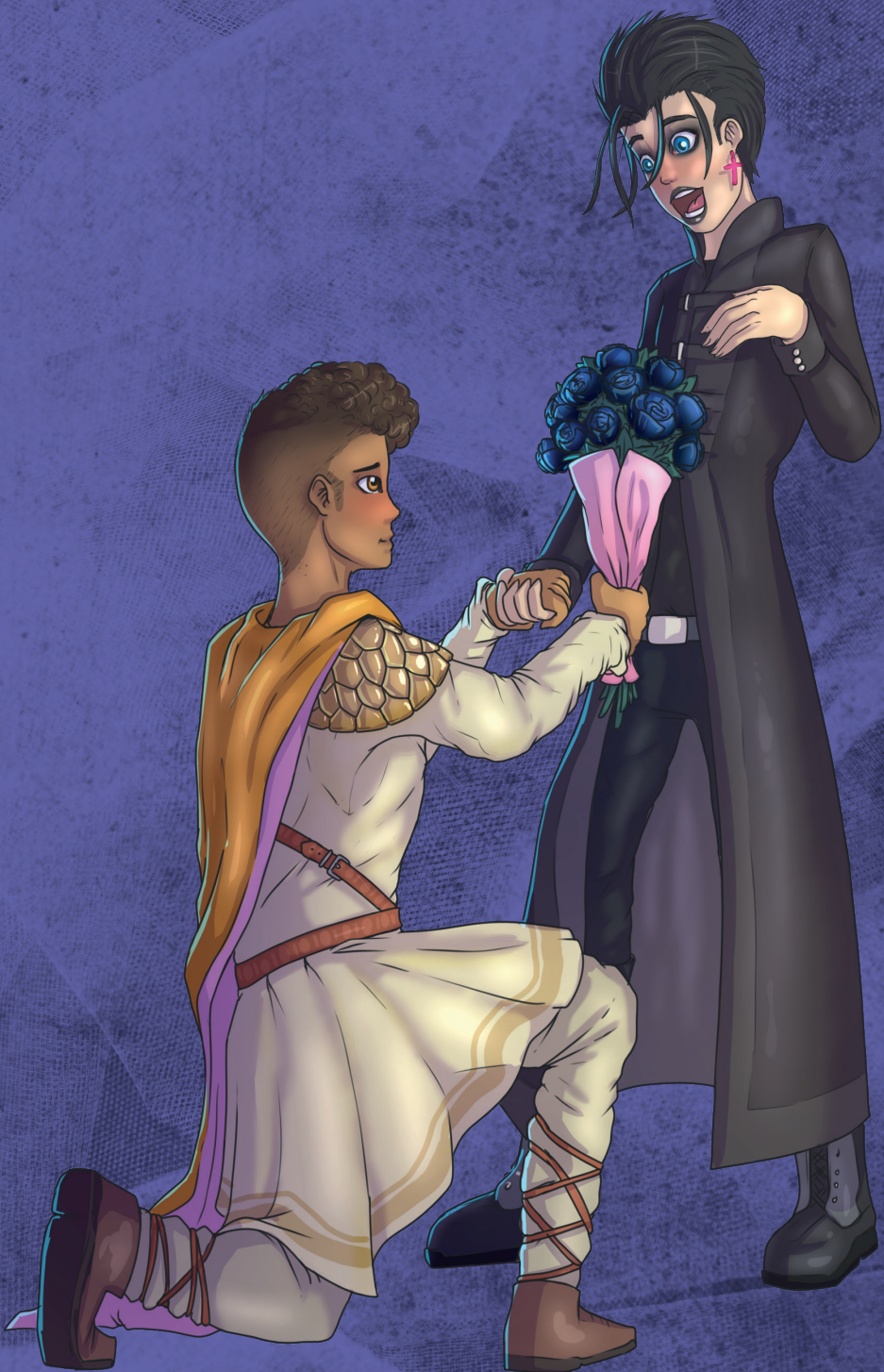
- ★ offer a +1 bonus to their dice roll

## IF PLAYERS IGNORE THE MAIN QUEST...

- ★ let them
- ★ focus on the goals they set for themselves
- ★ at end of session, tell them the in-fiction results of ignoring the main quest

## IF PLAYERS GET CREATIVELY STUCK, ROLL A D6 TO INTRODUCE A PROBLEM...

1	a customer attacks a player character or clerk with words or deeds
2	an animal breaks loose from Gerbil Essences or Tiny Jötunn Adventures
3	an earthquake drill or minor earthquake occurs
4	someone's angry parent, teacher, enemy, frenemy, or ex shows up
5	the Mailer Daemon appears: a demon from the Internet made entirely of undeliverable emails
6	all the lights go out and a flash-mob of ravers with glow-sticks appears, dancing frenetically to happy hardcore



# MALLRAT'S ALPHABETICAL GUIDE TO THE MALL

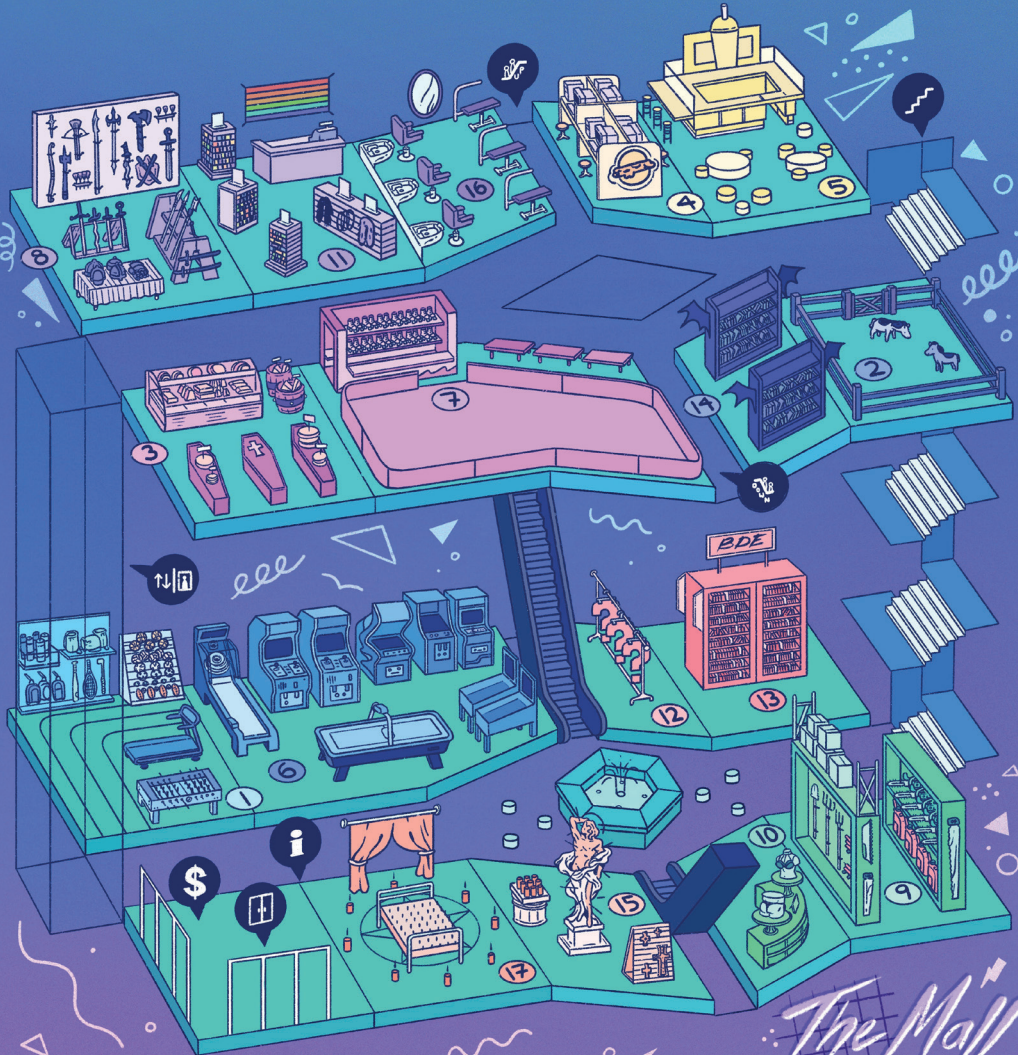
## STORES

- ◆ A Feta Worse than Death, pp. 52
- ◆ Ace of Mace, pp. 53
- ◆ Athawulf's Secret, pp. 54
- ◆ Baire's, pp. 55
- ◆ Big Disc Energy, pp. 56
- ◆ Brick & Mortal, pp. 57
- ◆ Darquade, pp. 58
- ◆ Dracula Video, pp. 59
- ◆ Floppy Joe's Cyber Chili, pp. 60
- ◆ Gerbil Essences, pp. 61
- ◆ Hail Satin, pp. 62
- ◆ Hyper Grrrl Roller Rink, pp. 63
- ◆ Lemon Theodosius, pp. 64
- ◆ Play Gaul, pp. 65
- ◆ Saint Sebastian's Catholic Gifts, pp. 66
- ◆ Tiny Jötunn Adventures, pp. 67
- ◆ Totally Random! pp. 68

**PASSAGEWAYS** pp. 71

## ALL WE EVER WANTED WAS EVERYTHING

Keep this guide handy as a reference throughout the game. You'll need to flip through it often for information about the mall's stores, clerks, items, and activities. This setting is the heart of the game.



# The Mall

## Active

- 1 PLAY GAUL
- 2 TINY JÖTUNN ADVENTURES

## Dining & Food

- 3 A FETA WORSE THAN DEATH
- 4 FLOPPY JOE'S CYBER CHILI
- 5 LEMON THEODOSIUS

## Entertainment

- 6 PARQUADE
- 7 HYPER GRRRL ROLLER RINK

## Accessories

- 10 ATHAWULF'S SECRET
- 11 BAIRE'S
- 12 TOTALLY RANDOM!

## Electronics

- 13 BIG DISC ENERGY
- 14 DRACULA VIDEO

## Gifts

- 15 SAINT SEBASTIAN'S CATHOLIC GIFTS

## Hardware

- 8 ACE OF MACE
- 9 BRICK & MORTAL

## Health & Beauty

- 16 GERBIL ESSENCES
- 17 HAIL SATIN

## Key

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# A FETA WORSE THAN DEATH

MALL GOTH  
LOYALTY

*Dark mahogany coffins lie open, revealing an array of fine cheeses.*

## STAFF

### JUDITH

Bi-questioning cis girl, white and Jewish, 16  
Victorian Goth

**RAD** Judith skateboards to work in a Victorian ballgown.

**BUMMER** Like her heroic Biblical namesake, Judith's cutting sarcasm can have a decapitating effect.

**SKILLS** +3 swords

## SPECIAL ITEMS

### MEDUSA'S GORGONZOLA

**\$35**

+1 to stun when eaten; eater is turned to stone for 1 timeslot

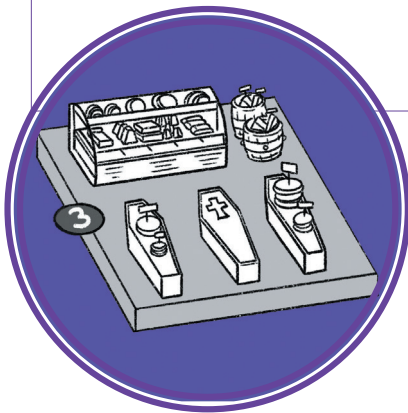
2 uses per hunk

### DEAR DAIRY

**\$25**

A journal for processing cheesy emotions. Talking to a friend about hurt feelings heals an additional slot if you write about it immediately after

3 uses per journal



# ACE OF MACE

UNKNOWN  
LOYALTY

*The walls are covered in axes, bows, whips, and all the weapons of a respectable adventuring party.*

## STAFF

### PAM

Gay cis girl, Thai, 16  
High ponytail and hip-hop clothes  
Exes with Brunhilda

**RAD** Pam's modern dance choreography is starting to attract the attention of college admissions recruiters.

**BUMMER** She still hasn't gotten over her relationship with Brunhilda.

**SKILLS** +3 dance-off

### SU-BIN

Bisexual genderqueer, Korean, 15  
Spiky black hair, baggy zip-off cargo shorts & bowling shirts

**RAD** Su-bin's non-judgmental attitude has earned them friends from many different cliques.

**BUMMER** This is Su-bin's first job and they're overwhelmed by everything—especially their crush on Pam.

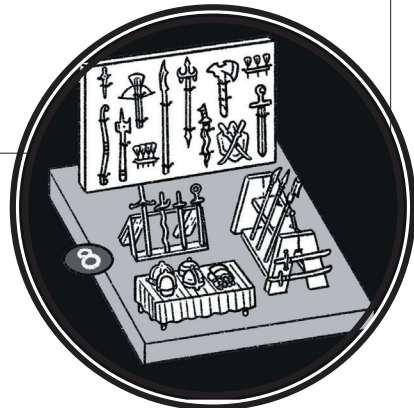
**SKILLS** +3 skee ball

## SPECIAL ITEM

### BRITNEY'S SPEAR ♦

Not for sale in dollars, costs 500 win tickets.

+1 spear  
Unique



## ATHAWULF'S SECRET

VISIGOTH  
LOYALTY

*This lingerie store specializes in furs.*

### STAFF

#### BRUNHILDA

Gay cis girl, Visigothic, 17  
Butch Visigoth in maille & helmet  
Exes with Pam

**RAD** Brunhilda fights hard to defend herself. She also secretly wants to become a marine biologist and collects stickers of technicolor dolphins.

**BUMMER** Brunhilda sometimes misinterprets customers' statements as personal attacks and responds with threats.

**SKILLS** +3 spears

### SPECIAL ITEMS

#### BONE & SINEW BRA ♦

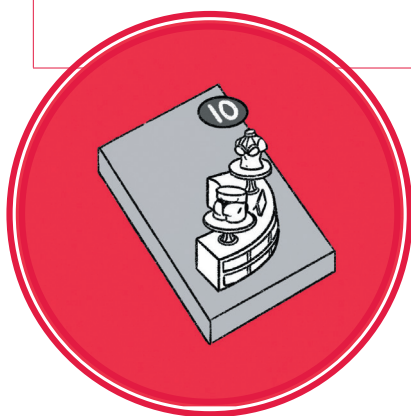
**\$15**

+1 control animals  
Unique

#### BONE & SINEW CODPIECE ♦

**\$15**

+1 control animals  
Unique



*A giant rainbow flag greets you as you enter this haven of kitschy men's jewelry.*

**STAFF**

**GAYBAR**

Bisexual cis man, white, uses wheelchair, 45

Not available for romance or kissing

Curly brown hair & big beard, hairy chest, stocky build, white mesh shirt, low voice

Life-partners with Gaydar

**RAD** Gaybar is deeply sentimental and loyal to his life-partner, Gaydar.

**BUMMER** He's relied on this corny "Gaybar & Gaydar" act for so long, he's afraid to show most people the real Walter—the guy who watches *Murder, She Wrote*.

**SKILLS** +3 control animals

**GAYDAR**

Gay cis man, white, 35

Not available for romance or kissing

Aging twink, spiky blonde hair, club clothes, gentle voice

Life-partners with Gaybar

**RAD** Gaydar makes all the faux-leather bracelets in the store by hand. The "Gaydar" persona is the real Gaydar.

**BUMMER** Gaydar lacks foresight about the consequences of his actions and will do anything to impress Gaybar... *anything*.

**SKILLS** +3 persuade

**SPECIAL ACTIVITY**

**SPECIAL ITEM**

**BELLYBUTTON PIERCING STATION**

**\$20**



**SODA HARNESS ♦**

**\$25**

Chest-harness of recycled soda can tabs

+1 rappelling/rigging

Unique

## BIG DISC ENERGY

UNKNOWN  
LOYALTY

*This CD store has particularly well-curated acid house and riot grrrl sections.*

### STAFF

#### XIMENA

Bisexual gender-questioning, Mexican, 17

Riot grrrl with long dark purple hair in her face, flannel, dark makeup, fishnets & camo skirt

Hates Trevor

**RAD** Ximena's zines make her popular with rebels.

**BUMMER** Whether at school, as an artist, or at this job, Ximena is a perfectionist who can't relax.

**SKILLS** +3 costumes

#### TREVOR

Straight cis boy, white, 17

Raver with parachute pants, candy bracelets, and a mushroom haircut

**RAD** Trevor is the king of genuine compliments.

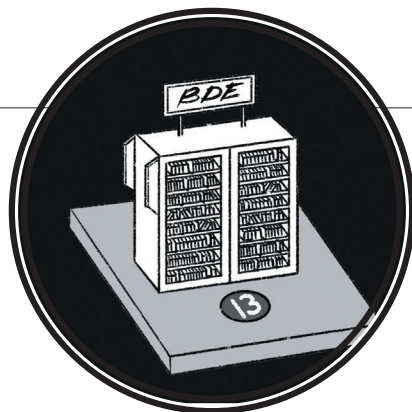
**BUMMER** Trevor is stoned literally all the time.

**SKILLS** +3 play dead

### SPECIAL ACTIVITY

#### KARAOKE

\$5 per goth for 1 timeslot



# BRICK & MORTAL

MALL GOTH  
LOYALTY

*A zombie-themed hardware store makes home improvement very scary.*

## STAFF

### AMANDA

Bisexual trans girl, Mexican and white, 16  
Flannel babydoll dress & blue lipstick

**RAD** Amanda has a real knack for anti-capitalist grassroots organizing and plays guitar in a grunge rock band called God Is Gay.

**BUMMER** Amanda is too exhausted to pretend to care about this job.

**SKILLS** +3 rappelling/rigging

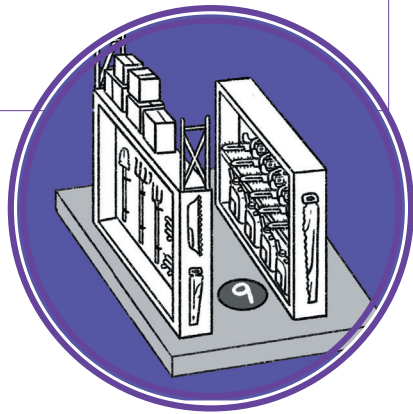
## SPECIAL ITEM

### ALTAR IN A BOX

**\$93**

Accepted by most major gods and demons.  
Pinewood & particle board, some assembly required.

The mall is equipped with a  
loudspeaker for announcements.  
Is that your mom calling?



*Lava lamps and blacklight posters beckon you toward the glow of many screens.*

### STAFF

#### THACØ

Bisexual trans boy, Black and Guatemalan, 16  
Gamer nerd with Three Wolf Moon t-shirt

**RAD** Thacø cares deeply about other people's feelings and can't stand to see anyone in pain. His Dungeons & Dragons Lawful Good Paladin just reached level 10.

**BUMMER** He has a hard time standing up for himself in real life—especially against someone cool like Requiem.

**SKILLS** +3 hack electronics

#### REQUIEM

Bisexual cis boy, white, 17  
Cyber goth in futuristic black and neon red, with wires wrapped around his arms

**RAD** Requiem is an aspiring fashion designer with an impressive portfolio of homemade outfits.

**BUMMER** He finds a way to make every conversation about his own talent and beauty.

**SKILLS** +3 costumes

### SPECIAL ACTIVITY

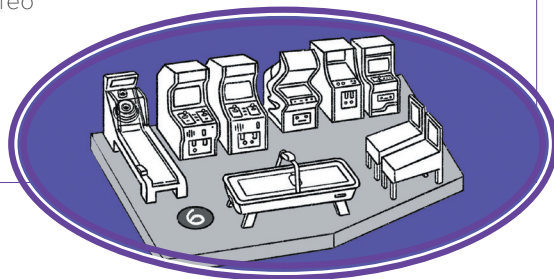
#### SKEE BALL

50¢ per game

There's a roll of 600 win tickets on the wall hook behind the prizes booth.

Prizes booth:

- ◆ 10 win tickets: a black rubber thumb monster with googly eyes
- ◆ 100 win tickets: a black rubber hand monster with googly eyes
- ◆ 1000 win tickets: a black stereo with two tape players...  
...and googly eyes



## DRACULA VIDEO

MALL GOTH  
LOYALTY

*This video store has unusually well-curated cult, horror, and foreign film sections.*

### STAFF

#### FRITZ FANG

Gay cis boy, white, 17

Extremely voluminous blonde chest hair and pointy ears

An actual werewolf (rideable in wolf form)

#### RAD

Since becoming a werewolf, Fritz Fang has volunteered twice a week at the local animal shelter.

#### BUMMER

Fritz Fang is intolerably pompous about film.

#### SKILLS

+3 bite

### SPECIAL ACTIVITY

#### WHAT'S ON THE TV?

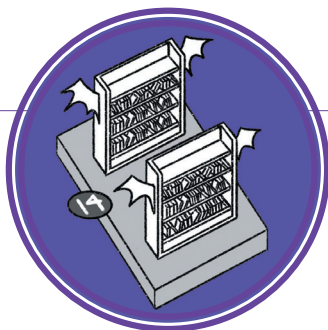
Roll a d6 to find out what's playing on the TV in the corner of the store

#### EVENS: MEDIEVAL DEAD 2

A low-budget Visigoth student horror movie.

#### ODDS: MEOWTROPOLIS

An obscure animated series about a marginalized community of humanoid glam cats living on a trash barge patrolled by angry dogs in New York City's Hudson River. The most popular character with odd teenagers is Rabbi Rainbows. Rabbi Rainbows is the advisor to the Mewish community of Meowtropolis. He is a slender catman in a crushed velvet catsuit with a plunging neckline spilling over with fur. His yarmulke is a CD that melted in the sun into a concave shape and reflects rainbows off his head from the sunlight. He is obviously a gay rabbi cat, but he has a daughter from a previous meowriage. Since the city of Meowtropolis is a trash barge, the synagogue is in the cleanest area, the galley. It's called Temple Meowses. At Temple Meowses, Rabbi Rainbows trains kittens for their Purr Mitzvahs.



## FLOPPY JOE'S CYBER CHILI

UNKNOWN  
LOYALTY

*A dialup Internet café with tasty snacks and cayenne-encrusted keyboards.*

### STAFF

#### JOE

Straight cis man, Black, 55

Not available for romance or kissing

White hair, thick glasses, obsessed with the information superhighway

Puff-paint t-shirt with giant floppy disk that says "Floppy Joe's"

Dad of Hemlock

#### RAD

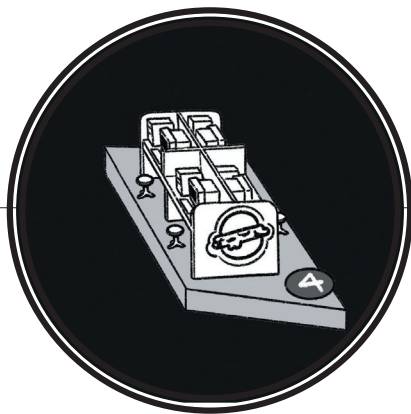
Geeky and sweet, Joe makes everyone feel welcome in the cyber café, from rambunctious kids to old ladies playing Solitaire.

#### BUMMER

Joe still calls Hemlock "Henry" and constantly asks random teenagers to go to Hail Satin and remind him about his curfew.

#### SKILLS

+3 catch thief



# GERBIL ESSENCES

UNKNOWN  
LOYALTY

*This California-cool hair salon is equipped with styling stations for humans and pets.*

## STAFF

### BITTER HERB

Gay trans boy, white and Jewish, 17  
Cute punk with neon green mohawk

**RAD** He's an expert at fixing ripped clothes (with safety pins) and giving subculture-specific haircuts. Liberty spikes, anyone?

**BUMMER** He's in a horrible punk band called Bitter Herb & the Boilz. Can one of you help him improve his guitar chops?

**SKILLS** +3 break stuff

### KELLIE

Bisexual cis girl, Black, 17  
Trad goth with long cornrows, black t-shirt, black leather jacket, black jeans, and black Doc Martens

**RAD** Kellie is the stage manager for most of the local high school plays and carries around books of Shakespeare in her backpack.

**BUMMER** She's really good at hacky sack, but embarrassed about it because hacky sack is for those awkward surfer boys who smoke pot in the elevator. Well, at least her hacky sack has a skull on it.

**SKILLS** +3 rappelling/rigging

### PETS CURRENTLY IN STORE

- ◆ 1 large poodle (rideable)
- ◆ 1 sheep (rideable)
- ◆ 1 cage of gerbils

### SPECIAL ACTIVITY

**MAKEOVER STATION**  
**\$25**

Haircut, color, makeup, the works!



# HAIL SATIN

MALL GOTH  
LOYALTY

*A demonic bed and bath store with black terrycloth curtains.*

## STAFF

### HEMLOCK

Bisexual cis boy, Black, 17

Extremely cute goth in black lipstick & trenchcoat

Son of Joe (and embarrassed about it)

Best friends with Nocturne

**RAD** Hemlock is universally recognized as the cutest guy in town—and he's also a Latin competition medalist, but nobody seems to care.

**BUMMER** He's insecure that everyone only likes him for his looks, and complains about this with excessive melodrama.

**SKILLS** +3 haunt

### NOCTURNE

Gay trans girl, Japanese, 17

Black velvet corset, long black skirt, heeled boots, and a black velvet choker

Best friends with Hemlock

**RAD** Nocturne has a quick wit and tells great jokes. She's also way into witchcraft.

**BUMMER** She loves to spread embarrassing rumors, especially about other clerks in the mall.

**SKILLS** +3 inspire religious acts

## SPECIAL ACTIVITY

### IT'S MY ORB AND I'LL SCRY IF I WANT TO

A massive black scrying orb covered in arcane symbols and surrounded by floor pillows. It has no magical powers.

## SPECIAL ITEMS

#### BUBBLES OF BATHOMET \$15

Demonic bubble bath  
+1 haunt

#### BISEXUAL WITH LITURGICAL TIME ♦ \$20

Purple velvet book. Nobody understands the purpose of this book—maybe you can figure it out?

Unique

# HYPER GRRRL ROLLER RINK

UNKNOWN  
LOYALTY

*The walls of the rink are plastered with posters of iconic girls.*

## STAFF

### LAKSHMI

Bisexual genderqueer, Indian, 17  
Rollerblade punk with pink ponytail, muscular, covered in tattoos  
Best friends with Fatima

**RAD** Lakshmi is bold, confident, and always speaks their mind.

**BUMMER** Their daredevil stunts occasionally result in bizarre injuries.

**SKILLS** +3 chase

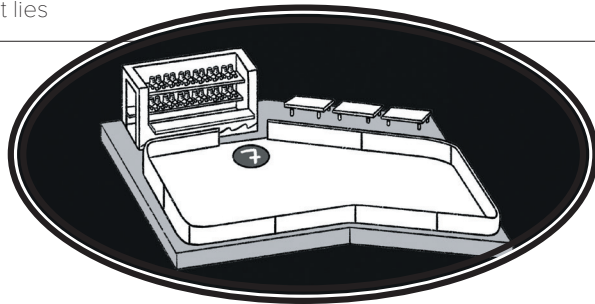
### FATIMA

Bisexual cis girl, Persian, 16  
Neon blue hijab & neon athletic track suit  
Best friends with Lakshmi

**RAD** Fatima is the strongest debater in model congress.

**BUMMER** She's judgmental of slackers.

**SKILLS** +3 detect lies



# LEMON THEODOSIUS

VISIGOTH  
LOYALTY

*The Visigoths replaced the Orange Julius because it was too Roman.*

## STAFF

### VULFI

Bisexual cis girl, Visigothic, 16

Long, stringy hair, a tunic, wooden bracelets carved with mysterious symbols

For added flavor, refer to Vulfi using feminine pronouns from the Gothic language: *si/jja/izōs*.

### RAD

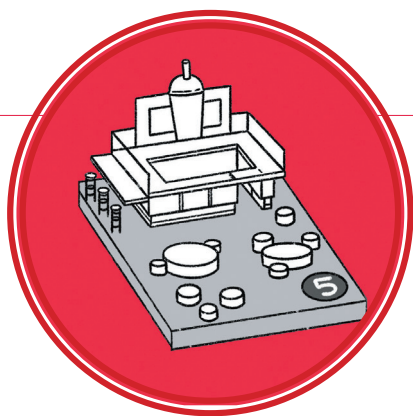
Vulfi has pledged undying loyalty to the Visigoths. Oh yeah, and *si* is a master runecaster.

### BUMMER

Vulfi only speaks Gothic—which is only a bummer for the Mall Goths, of course. *Si* actually understands English and Spanish too, but *si* resents living in 20th century California, so *si* doesn't let anyone know that about *jja*. When a non-Visigoth attempts to order a smoothie by pointing at a piece of *izōs* fruit, Vulfi just eats it.

### SKILLS

+3 all runes (levitate, stun, make invisible)



All mall employees wear nametags.

# PLAY GAUL

UNKNOWN  
LOYALTY

*This "Visigoth" sporting goods store is actually owned by a corporation hoping to cash in on the ancient community's sudden appearance.*

## STAFF

### CÉSAR

Asexual aromantic cis boy, Salvadoran, 16

Not available for romance or kissing

Black spiky hair with frosted tips, soccer jersey, checkered shorts

### RAD

César is a forward on the soccer team and an all-around nice guy. Loves ska.

### BUMMER

He keeps losing stuff all over the mall—his wallet, his soccer cleats, his trombone—and often sends customers to go look for them.

### SKILLS

+3 chase

## SPECIAL ACTIVITY

### VISIGOTH FOOSBALL TABLE

The foosball players are made of iron, wear helmets, and carry spears

The handles are difficult to turn and creak when they do

## SPECIAL ITEMS

### THE HACKY SACK OF ROME

\$5

+1 to thrown weapons

### UMPIRE: THE MASQUERADE ♦

\$20

Catcher's mask

+1 stealth

Unique



## SAINT SEBASTIAN'S CATHOLIC GIFTS

UNKNOWN  
LOYALTY

*Lit with tea-candles and decked with crosses, it's your church away from church.*

### STAFF

#### BENEDICT

Secretly bisexual cis boy, white, 16

Pleated khakis and sweater vests

Moved here a year ago from Northern California and says "hecka cool" because "hella" is a swear

#### RAD

Benedict is unusually generous, sometimes even offering customers discounts out of his own pay.

#### BUMMER

He's a total uptight square.

#### SKILLS

+3 inspire religious acts

### SPECIAL ACTIVITY

#### CONFESS TO THE INVISIBLE PRIEST

The priest has never been seen coming in or out of the confession booth, and he's known for giving strange advice. Does he just arrive early and leave late, or could he be... a ghost?



# TINY JÖTUNN ADVENTURES

VISIGOTH  
LOYALTY

*Horse track in the front, stables in the back, screaming children everywhere.*

## STAFF

### EVORIC

Straight cis boy, Visigothic, 16

“Assimilated” but confused Visigoth

Wearing a jersey and shorts from 2 rival sports teams

### RAD

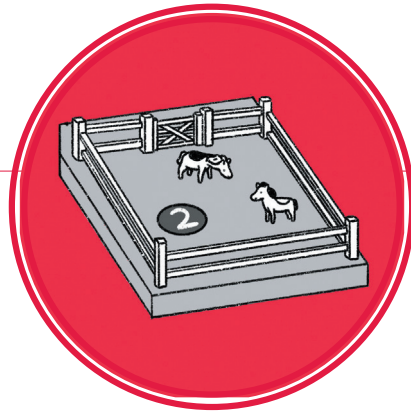
Evoric has a mutual understanding with horses that verges on the spiritual.

### BUMMER

All the other Visigoths think he’s a coward.

### SKILLS

+3 control animals



This mall can't afford to hire security guards. Come to think of it, some of the potted palm trees are starting to look a little dry.

# TOTALLY RANDOM!

UNKNOWN  
LOYALTY

The game rules for Totally Random! are slightly different than the rest of the mall. Ask the players to describe what the store looks like, then let them make up a new clerk together from their imaginations. (If they have trouble thinking up a clerk, or if you'd like two in the store, see the default clerk listed below.)

Everything in this guide to Totally Random! was created by Kickstarter backers, with help from the Visigoths vs. Mall Goths design team.

Totally Random! sells different weird stuff every day and keeps so many employees on the payroll that nobody knows anyone's schedules.

## STAFF

### PLAYERS CREATE A CLERK, OR:

#### MARY

Queer cis girl, Filipina, 17

Reigning Prom Queen, long hair clipped back with a zillion butterfly clips

#### RAD

Mary deeply understands this suburb's social world, including all the other clerks' friendships and relationships.

#### BUMMER

She wants to be the best at everything so she can escape this boring neighborhood and go to college in Los Angeles proper—so her competitiveness sometimes becomes intense.

#### SKILLS

+3 costumes

## SPECIAL ITEMS

Roll a d6 to find out which special items are available today:

### 1: SPIDER SILK PJS ♦ \$20

Still musty-smelling from the barns, tombs, and other dark places where webs are found, this lovely two-piece set of iridescent grey silk (?) pajamas is unsettlingly sticky—but it has pockets!

Grants the wearer a not-quite-telepathic link with two non-venomous spiders. These little buddies will do their best to do your bidding, but they are just spiders

Unique

## SPECIAL ITEMS

Roll a d6 to find out which special items are available today:

### 2: TOTILA'S TORTILLA

**\$5**, limit 5 per customer

A plain flour tortilla speckled with ancient grains

Eating Totila's Tortilla grants a brief increase in eloquence and grace

+1 persuasion

### OR: TREASURE OF GUARRAZARD #21: TEGUINTHILA ♦

**\$15**

Originally part of a subscription box collection of 26 vinyl lizards, each designed by a different artist and themed around golden votive crowns. This plastic lizard is elegantly patterned with shiny gold details.

The tongue is made of stiff plastic, suitable for stabbing.

+1 spears

Unique

### 3: DIGITAL WATCH ♦

**\$25**

Shock-resistant and water-resistant, with date, time, and even day of the week, and a back-lit digital display. This watch is peak 1990s technology. It has a chunky plastic band.

If you set the time on the watch back 6 seconds, you can rewind time by that much. That allows you to re-roll a dice roll that you have just made. You must use the new result. No one else knows that time has been rewound, but you remember everything from the original timeline. If you use the watch to rewind time, you gain the hurt feeling "ashamed" because you have to live with the knowledge that you cheated to succeed.

(Note: This watch only allows you to rewind time by 6 seconds. But if that technology exists, what does that mean for the Visigoths' chances of getting back to ancient Rome?)

Unique

**4: BAGEL LOCKS ♦**  
**\$30**

Ten round brass locks that are all locked to each other and smell like smoked fish. Opens with an old-fashioned metal sardine key.

When a bagel lock is placed on something, it discourages people from approaching it. The more locks you put on it, the stronger the effect. When all ten locks are in place, the chain becomes unbreakable. A lock can be opened with the key, or forced open by someone with 2 hurt feelings.

Unique

**5: ANTIQUE SCALES OF MORES ♦**  
**\$40**

Very old brass/copper set of pan scales—plain, undecorated, no adornment, no symbols

Naming two social mores or personal traits (even unrelated ones, such as Fashion Sense and Personal Dignity) and moving the scales lets you change how people nearby view those things: reducing how much they care about A to increase how much they care about B, or vice versa. This effect only lasts in the Scale's immediate vicinity (about the size of a mall store). The holder is unaffected.

Unique

**6: MAUSOLEUM FALCON ♦**  
**\$150**

An actual squawking bird that can talk in any language to the living and the dead. A guardian of memories.

Unique



## PASSAGEWAYS



Roll a d6 to find out who interrupts our heroes in the elevator, escalator, stairwell, or hallway:

<b>1</b>	The Mall Boss (see below)
<b>2</b>	Someone uncomfortably wholesome: either a Girl Scout collecting signatures on a pledge to stay drug-free, or a middle-aged hippie rapping about recycling
<b>3</b>	An entire guys' beach-volleyball team
<b>4</b>	The meanest, trendiest, richest, most popular 12th graders, who are all on student council
<b>5</b>	A 90s celebrity (Leonardo DiCaprio, Courtney Love, The Artist Formerly Known as Prince, Shannon Doherty, Geraldo Rivera, Sally Jessy Raphael, Dan Quayle, Judge Judy, Whoopi Goldberg in a nun costume, etc.)
<b>6</b>	Gastrointestinal Joe—a buff old man in army fatigues who complains about his indigestion. Floppy Joe's nemesis

### THE MALL BOSS

Woman, orientation unknown, ethnicity unknown, age unknown  
Not available for romance or kissing

**RAD** The Mall Boss has magic freckles and must use them up to cast spells. The only way to get more freckles is to lie on the beach in Majorca. Her freckle magic has different powers depending on the color of her nail polish.

**BUMMER** If she is attacked by chili, she gets weaker.

**SKILLS** +3 to everything

This character was created by the game designer's mom, Phyllis. How does Mall Boss magic work mechanically? Argue about it.

## OPTIONAL: MALL CLERK RELATIONSHIPS

If you want to include complex starting relationships among mall clerks, use the following optional details.

### **AMANDA (BRICK & MORTAL)**

Best friends with Ximena (Big Disc Energy)

Best friends with Nocturne (Hail Satin)

Exes with Lakshmi (Hyper Grrrl Roller Rink)

### **BITTER HERB (GERBIL ESSENCES)**

Exes with Fritz Fang (Dracula Video)

Exes with Hemlock (Hail Satin)

Best friends with Trevor (Big Disc Energy)

### **BRUNHILDA (ATHAWULF'S SECRET)**

Best friends with Gaydar (Baire's)

Exes with Pam (Ace of Mace)

### **CÉSAR (PLAY GAUL)**

Best friends with Su-bin (Ace of Mace)

Best friends with Fatima (Hyper Grrrl Roller Rink)

Exes with Lakshmi (Hyper Grrrl Roller Rink)

### **EVORIC (TINY JÖTUNN ADVENTURES)**

Best friends with Vulfi (Lemon Theodosius)

### **FATIMA (HYPER GRRRL ROLLER RINK)**

Best friends with Judith (A Feta Worse Than Death)

Best friends with Su-bin (Ace of Mace)

Best friends with César (Play Gaul)

### **FRITZ FANG (DRACULA VIDEO)**

Exes with Hemlock (Hail Satin)

Exes with Bitter Herb (Gerbil Essences)

Best friends with Requiem (Darquade)

### **GAYBAR (BAIRE'S)**

Best friends with Joe (Floppy Joe's Cyber Chili)

### **GAYDAR (BAIRE'S)**

Best friends with Brunhilda (Athawulf's Secret)

### **HEMLOCK (HAIL SATIN)**

Best friends with Judith (A Feta Worse Than Death)

Best friends with Nocturne (Hail Satin)

Exes with Requiem (Darquade)

Exes with Fritz Fang (Dracula Video)

Exes with Bitter Herb (Gerbil Essences)

### **JOE (FLOPPY JOE'S CYBER CHILI)**

Best friends with Gaybar (Baire's)

### **JUDITH (A FETA WORSE THAN DEATH)**

Best friends with Fatima (Hyper Grrrl Roller Rink)

Best friends with Hemlock (Hail Satin)

### **KELLIE (GERBIL ESSENCES)**

Exes with Trevor (Big Disc Energy)

**LAKSHMI (HYPER GRRRL ROLLER RINK)**

Best friends with Ximena (Big Disc Energy)

Exes with Amanda (Brick and Mortal)

Exes with César (Play Gaul)

**NOCTURNE (HAIL SATIN)**

Best friends with Amanda (Brick & Mortal)

Exes with Ximena (Big Disc Energy)

**PAM (ACE OF MACE)**

Best friends with Ximena (Big Disc Energy)

**REQUIEM (DARQUADE)**

Exes with Hemlock (Hail Satin)

Best friends with Fritz Fang (Dracula Video)

**SU-BIN (ACE OF MACE)**

Best friends and exes with Thacø (Darquade)

Best friends with César (Play Gaul)

Best friends with Fatima (Hyper Grrrl Roller Rink)

**THACØ (DARQUADE)**

Best friends and exes with Su-bin (Ace of Mace)

**TREVOR (BIG DISC ENERGY)**

Best friends with Bitter Herb (Gerbil Essences)

Exes with Kellie (Gerbil Essences)

**VULFI (LEMON THEODOSIUS)**

Best friends with Evoric (Tiny Jötunn Adventures)

**XIMENA (BIG DISC ENERGY)**

Best friends with Lakshmi (Hyper Grrrl Roller Rink)

Best friends with Pam (Ace of Mace)

Best friends with Amanda (Brick and Mortal)

Exes with Nocturne (Hail Satin)



Adventure  
Episodes

# ADVENTURES

Use the following adventure episodes to plan each game session, or create your own!

- ★ Quoth the Raven “Whatever.” (by Lucian Kahn), pp. 76
- ★ The Little Mx. Scare-All Pageant (by Jonaya Kemper), pp. 81
- ★ We Need to Torc (by Maja Bäckvall), pp. 86
- ★ Goat to Hell (by Lucian Kahn), pp. 90
- ★ Through the Fire and Flames (by Mabel Harper), pp. 92
- ★ IRC and Aliens (by Liz Gorinsky), pp. 98

All adventures are suitable for one-shot play.

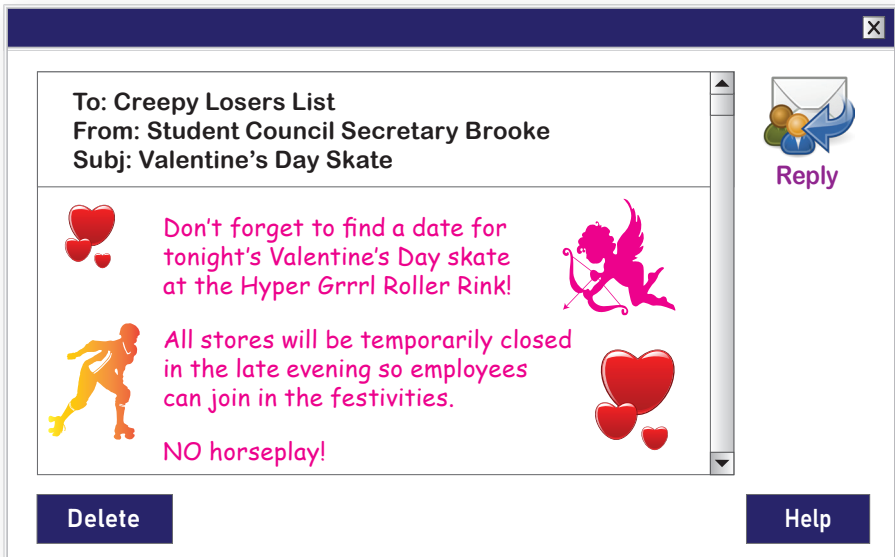
For campaign play, run the adventures in any order, depending on the story you want to tell. The order provided is the game designer’s favorite order. Visigoths vs. Mall Goths doesn’t use skill advancement between sessions. As in the real world, the mall is always just as hazardous as the very first time.

# QUOTH THE BRAVEN “WHATEVER.”

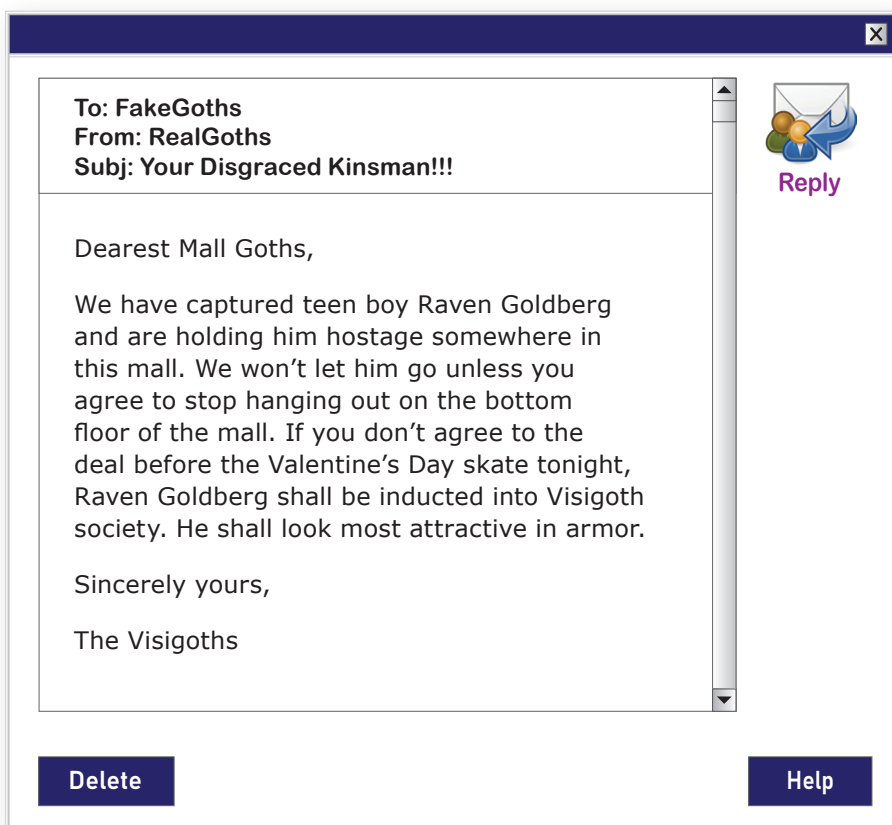
## TELL EVERYONE:

You will now receive 3 quest-like prompts. The goals you choose to pursue and the skills you use will shape the story.

- ★ It's early morning. The Visigoths and Mall Goths are sitting on opposite sides of Floppy Joe's Cyber Chili, checking America Online. Everyone receives the following email, surrounded by clipart of pink hearts and flying Cupids:



- ★ There is also a chain letter going around: The Omni-Goth Purity Test! (Pass around copies of the Purity Test on page 80 and give players a moment to read them, then ask everyone how their character feels about the Purity Test. Do they want to use it as a checklist of things to do? Do they think it's immoral and want to protest it? Do they think it's a waste of time?)
- ★ Five minutes before everyone's dialup Internet service expires, the Visigoths hit "send" on the following email to the Mall Goths:



## SHOW ONLY TO VISIGOTHS

Raven Goldberg is being held in a secret area of \_\_\_\_\_.

**QUEST GOAL:** Distract the Mall Goths from finding and rescuing Raven before the Valentine's Day Skate. Interfere with their love lives, battle them, convert them to a new religion, convince them to get makeovers, and/or anything else that comes to mind.

**ADDITIONAL INFO:** Nobody told you which of your fellow Visigoths were responsible for the kidnapping itself, how they did it, or where exactly Raven is hidden in the store. But you suspect Evoric, that sniveling coward from Tiny Jötunn Adventures, did some of the dirty work. Try to keep his whiny mouth shut without tipping off the Mall Goths.

## SHOW ONLY TO MALL GOTHS

Raven Goldberg, age 17, pleather-clad mall goth, is the youngest and best DJ at the community college radio station. He's also your only friend with a car. You need him back, but you refuse to give up the bottom floor of the mall.

**QUEST GOAL:** Find Raven Goldberg and bring him to a safe place. Start by asking clerks for information.

**ASK EACH MALL GOTH:** Why do you care about Raven Goldberg?

## MALLRAT SETUP *(roll a d6 to customize):*

★ Raven Goldberg is hidden in...

1	Baire's
2	Dracula Video
3	Athawulf's Secret
4	Saint Sebastian's Catholic Gifts
5	Hyper Grrrl Roller Rink
6	Darquade

- ★ Write the location in the blank of the “Show only to Visigoths” paragraph on the previous page
- ★ Raven was silenced with duct tape, handcuffed with fuzzy pink cuffs, and stuffed inside...

1-3	The counter behind the register.
4-6	A bargain bin under merchandise

## CLERK SECRETS *(Organized by Store)*

**BIG DISC ENERGY:** While Ximena was closing up shop late last night, she saw the hooded kidnapper and Raven ride by the store on a white pony. But she’s half-convinced that Trevor put a tab of LSD in her Tab Cola and she hallucinated the whole thing. (The pony was going in the general direction of where Raven is hidden.)

**BRICK & MORTAL:** Ximena told Amanda what she saw.

**DARQUADE:** Requiem went on a date with Raven and thinks he’s a poser. Well... is he?

**GERBIL ESSENCES:** A hooded figure brought a white pony into the shop for a bath early this morning. The pony was slightly scratched up and had some bloodstains.

### TINY JÖTUNN ADVENTURES:

- ★ Raven’s black lace handkerchief is in the stable.
- ★ Evoric was bullied into lending the kidnapper a white pony. He knows who the kidnapper is and which store Raven is hidden in, but he won’t give up this information easily. With considerable pressure, he might give up the kidnapper’s name, but will pretend not to know where they work.

To: The Sparrows and the Nightingales  
From: Lestat667  
Subj: FW:FW:FW: rand0mn3ss



## The Omni-Goth Purity Test

### HAVE YOU EVER MADE OUT WITH SOMEONE...

- on the ramp of a Skee-Ball machine?
- covered in bubbles?
- while going up the down escalator?
- while wearing a catcher's mask?
- while wearing only a bone & sinew codpiece?
- while riding separate ponies?
- while riding the same sheep?
- while tied up with rope?
- while haunted?

### HAVE YOU EVER MADE OUT WITH...

- 3 people in a day?
- 3 people of 3 different genders in a day?
- a werewolf?

### HAVE YOU EVER...

- gotten in trouble with your parents?
- gotten kicked out of a store?
- offended a deity?

Delete

Help

# THE LITTLE MX. SCARE-ALL PAGEANT

---

**TELL EVERYONE:**

*Mirror, mirror on the wall, who's the gothiest of them all?*

The Los Angeles goth scene is known for its razor-sharp aesthetics and dedication to beauty. Even the Visigoths admire the LA goths for looking good while bashing back, because like Visigoths (who threw off an overly repressive Roman rule) LA goths are not afraid to use their steel toes against those who try to oppress them.

But they're not Mall Goths. No. They are True Goths, and they are what sweet aspirational nightmares are made of. They rule the Internet and set goth culture's arbitrary standards while creating clubs in unexpected spots that you'd die to sneak into.

While you don't know if you want to grow up to be a True Goth, you wish you had their abject power to laugh at society, since it often feels like society is laughing at you. Either way, until you prove yourself, you're just a baby bat mall rat. Or worse. A poser, and *no one likes a poser*.

Today's your chance to prove yourself. Before the True Goths retreat to their over-18 clubs where most of you can't go yet, Big Disc Energy will host the finale of the annual Little Mx. Scare-All Pageant, which will crown the Gothiest Goth Teen in all of North America. Normally you wouldn't care (the proper goth attitude),

but this year the Mall Goths and Visigoths made a bet. The losing team must stay away from the mall for *a whole summer*. Besides that, first place will be on the cover of *Lucretia's Reflection*, the very first omni-goth beauty magazine. If your picture is on the front page, it'll be emblazoned in mall history.

While shopping in Big Disc Energy for the perfect music for your talent portion, an announcement crackles through the loudspeaker:

*“Hey now, hey now! Now! Don't forget to pick up your copies of Žižek's Revenge's newest CD, 'Beyond the Fiction of Reality.' The band will be signing the album in the **early evening!** And just a reminder for all you dorks, let them R.I.P... retail in peace.”*

It's your lucky day! The beloved post punk band Žižek's Revenge is at the mall! Doing your talent portion to a song from the new album would garner major points from the judges. You could totally ignore the loudspeaker and find the band members in the mall so they can sign it, or you could make sure the other goths don't get ahead by sabotaging their every step. Either way, you'll have to buy (or steal) the album first.

There are four members of Žižek's Revenge. If you run into them in the mall, you will recognize them—they're all famous.

## ŽIŽEK'S REVENGE

### VIXANNE RAZOR

Nonbinary bisexual, Black, 18

The lead singer and guitar player, with a penchant for deadly sharp accessories

### GRIMLY KING

Straight cis guy, British, 21

The synth player, a moody intellectual whose hawk is *legendary*

Not available for romance or kissing

### TESSA GOLIGHTLY

Lesbian cis girl, Mexican, 18

The bass player, with the best eyeliner game since Siouxsie Sioux

### ???

And there's a fourth member, but they're the drummer and no one ever remembers what they look like. Or their name. You only remember that they're straight-edge.

## MALLRAT INSTRUCTIONS

For this adventure, you'll need to keep time, but also remember time is a construct.

- ★ Žižek's Revenge signs their CD in the early evening, before the Pageant.
- ★ The Pageant starts in the late evening.

## SHOW ONLY TO MALL GOTHS

You know more about the drummer than the Visigoths realize. Last summer your parents made you join the 4-H club to stop you all from getting scurvy... again. So, you know that the fourth member of Žižek's Revenge is an unassuming Visigoth named Ausvinthus (19), who raises champion fainting goats. They never travel without their goat Pandora, and will most likely get her groomed at Gerbil Essences.

## SHOW ONLY TO VISIGOTHS

The lead singer of Žižek's Revenge, Vixanne Razor, is actually a Visigoth and is *super* into B Movies. If you could find them anywhere, it'd be in Dracula Video.

## MALLRAT SETUP

Roll a d6 whenever a player enters a store looking for a band member. They can specify which band member they want to find. If they don't, choose whichever band member will cause the most drama.

1	They are not at that store.
2	They are not at that store.
3	They are at the store, but are hard to charm.
4	They are there.
5	They are there.
6	They are there and very easy to sway.

**EXCEPTIONS:** Vixanne Razor is *always* in Dracula Video when Visigoths go, and Ausvinthus is *always* in Gerbil Essences when Mall Goths go. The goths still need to persuade them for an autograph.

# THE PAGEANT

When it is time for the pageant, set the scene as outlandishly as possible. Feel free to use members of the band and/or a clerk as judges for flavor. When ready, tell the players they will collectively narrate their talent portions. Encourage them to go as big as possible. After every act, roll 2d6 to decide the outcome.

## KEEP IN MIND THESE TWO MODIFIERS:

- ★ Any copy of the album signed by all members gives a + however many members have signed. (+4 for all members, +1 for 1 member, and so on.)
- ★ If a contestant has bought/stolen/acquired the Pointy Boots, they roll an extra die for all talent show outcomes!

If there is a tie, a sudden-death dance off occurs. Each player narrates their moves and rolls a singular die. Best 2 out of 3 rolls wins.

SPECIALIZED ITEMS LIST
<p><b>HOLY HOLD (GERBIL ESSENCES)</b> <b>\$25</b></p> <p>Visigoth hairspray made from the tears of Roman soldiers. Literally freezes time for everyone except the user for 15 seconds. User will glow faintly after. One use.</p>
<p><b>ŽIŽEK'S REVENGE ON DELUXE CD (BIG DISC ENERGY)</b> <b>\$5</b></p> <p><b>ŽIŽEK'S REVENGE ON LIMITED EDITION SPARKLY EGGPLANT COLORED VINYL (BIG DISC ENERGY)</b> <b>\$15</b></p>
<p><b>POINTY BOOTS WITH <i>EXTRA EXTRA</i> BUCKLES (TOTALLY RANDOM!)</b> <b>\$20</b></p> <p>Allows players to add 1 die to 1 dice roll once per day, as long as they dance. (Either the character dances or the player dances, player's choice. No dancing skill required.)</p> <p>Mallrat Secret: The Pointy Boots give an additional special bonus during the Little Mx. Scare-All Pageant</p>

# WE NEED TO TORC

**TELL EVERYONE:**

Over at Baire's, Gaybar and Gaydar have a mysterious object they got at a garage sale: a large gold neck ring. (Floppy Joe thinks he read somewhere it's called a torc.) They have no idea where it came from or how to sell it, but they've discovered that it has a runic inscription on it. Their friend Utah Smith, adventure archaeologist, thinks it's Ostrogothic. Maybe you, their young goth friends, can help? There may be some cool jewelry in it for you!

**SHOW EVERYONE:**

*The inscription*

XN↑F↑I↑E↑P↑I↑N↑F↑I↑F↑X

## TELL THE MALL GOTHs

You think you can work out the runes with the help of your favorite Dark Website (the really cool one with the black background and howling wolves). But it's going to be in Gothic, isn't it?

## SHOW THE MALL GOTHs

The Futhark (from the information superhighway)

ƿ	ᚋ	ᚏ	ᚠ	ᚱ	ᚨ	ᚷ	ᚨ	ᚦ	ᚢ	ᚦ	ᚨ
f	u	þ	a	r	k	g	w	h	n	i	j
ᚷ	ᚨ	ᚦ	ᚢ	ᚦ	ᚨ	ᚠ	ᚱ	ᚷ	ᚨ	ᚷ	
ë	p	z	s	t	b	e	m	l	ng	o	d

## TELL THE VISIGOTHs

These aren't the single-purpose magic runes the Runecasters use, so you can't read it. But if you knew what the runes said, you're sure you could translate it. Ostrogoths are just your weird cousins, really.

## SHOW THE VISIGOTHs

A few Gothic words:

<b>ÁUGO</b>	'eye'	<b>HUZD</b>	'treasure'
<b>DAGS</b>	'day'	<b>NÁUS</b>	'corpse'
<b>FRIJÓNDs</b>	'friend'	<b>SNIUMUNDO</b>	'quickly'
<b>GUTANEIS</b>	'Gothic'	<b>ULBANDUS</b>	'camel'
<b>HAILAG</b>	'holy, sacrosanct'	<b>WI</b>	'sacred place'
<b>HARJIS</b>	'army'		

## FOR THE MALLRAT ONLY

The Mall Goths and the Visigoths are going to have to work together for this one. Both groups need to agree on what they want from the other to cooperate. They can set each other tasks, or ask for something from one of the shops—or they may just decide to work together.

The inscription translates as: “Gothic sacred place, holy.”

Once they have translated it, Utah Smith wants it for his, sorry, \*a\* collection (“This belongs in a museum!”) He may get very insistent, and our Goths will have to deal with him. Fritz Fang really, really likes the ring (he graverobbed it once back in Europe while he was a wolf, then put it back in the morning), so he could be an ally in this dispute.

## NPC

### UTAH SMITH

Adventure archaeologist

Pan cis white man, 39

Not available for romance or kissing

Short shorts, tank top, cowboy hat, whip. Fine, it's Indiana Jones meets Lara Croft

Old friend of Gaybar and Gaydar

### RAD

Enjoys beating up Nazis, cheese connoisseur.

### BUMMER

Thinks he has first dibs on archaeological artifacts, gets whiny about it. Occasional mansplainer.

### SKILLS

+3 whips

## PLACES

**UTAH SMITH:** Utah Smith can be found in Ace of Mace (browsing whips), A Feta Worse Than Death (sampling cheese), and Gerbil Essences (trimming his 5 o'clock shadow).

**ACE OF MACE:** Pam remembers they had a couple of spears in a while ago with something written on them. Turned out just to say “spear.” Utah Smith was very interested in them.

**DRACULA VIDEO:** Fritz Fang feels guilty about graverobbing the torc. He will go on and on about the perils of his bestial nature.

**LEMON THEODOSIUS:** Vulfi always wanted a torc like this back in the day. *Si* likes it a lot, and it gives *ija* comfort. *Si* will offer the Visigoths a lifetime supply of smoothies in exchange for the torc, if the Visigoths will promise to keep the Mall Goths away from Lemon Theodosius forever.

**SAINT SEBASTIAN'S CATHOLIC GIFTS:** The torc is a holy object from a pagan religion, so Benedict has strong opinions about what should be done with it. The Invisible Priest acts extra strangely if asked about it.

**TINY JÖTUNN ADVENTURES:** Evoric thinks his best friend Vulfi has a thing for torcs because *si* gets excited over neck rings. But like, who knows with *ija*?

## FOR AWESTROGOTHS

If the players solve this adventure early, you can follow it up with Goat to Hell (on the next page).

# GOAT TO HELL

## TELL EVERYONE:

- ★ Start the adventure in the demonic bed and bath store, Hail Satin. Nocturne tells everyone that a black and red tile statue of a goat disappeared from the store. (If you've played the adventure episode "The Little Mx. Scare-All Pageant," tell everyone it's a statue of Pandora, the champion fainting goat of Ausvinthus from the post punk band Žižek's Revenge.) The statue is the size of a human head, and the tilework looks like a bathroom floor. The owners of Hail Satin are offering \$200 in exchange for the statue's return. You may try to find the goat in your 2 separate teams, work together, or pretend to work together.
- ★ There will be a Flirty Skee-Ball Social in the Darquade during the early afternoon. The winner of the Skee-Ball competition will win 30 minutes in the Kissing Room with 1-3 guests. (Note: the Kissing Room is just a circle of bean bag chairs in the back of the arcade, with a lava lamp and a blacklight-illuminated rug in the middle that says "Kissing." Everyone else can easily see into it.)

# MALLRAT SETUP

(roll a d6 to customize):

The goat statue is hidden in...

1	Big Disc Energy
2	Dracula Video
3	Gerbil Essences
4	Lemon Theodosius
5	Athawulf's Secret
6	Hail Satin (the entire quest was a scam)

The clerk stole it from Hail Satin to:

1-3	Give as a fancy gift to a friend or lover.
4-6	Shapeshift for purposes of religion, disguise, or furry stuff.

- ★ The statue was last seen at an employee-only aromathaumaturgy party in Hail Satin. Seven mall clerks attended the party: Brunhilda (Athawulf's Secret), Trevor (Big Disc Energy), Fritz Fang (Dracula Video), Bitter Herb (Gerbil Essences), Vulfi (Lemon Theodosius), Gaybar (Baire's), and Nocturne (Hail Satin).
- ★ If nobody finds the goat by the end of Early Evening, loud noises emanate from the direction of the fountain, including unmistakable bleating. When the goths arrive to investigate, whoever stole the goat leaps into the fountain holding the goat above their head (with gloves on). The thief starts running in circles through the water while bah-ing and chanting in Latin.
- ★ Anyone who touches the goat without gloves (or a similar barrier) turns into a goat with a tiny statue of that character on its back. The goat will faint after being touched thrice. This curse remains until someone removes the person-statue from the goat's back. It's more fun if the players find this out the hard way.
- ★ The employee who stole the goat won't let the goat get away without a fight. Feel free to bring in this employee's friends as backup to defend or recapture the goat.

# THROUGH THE FIRE AND FLAMES



## CONTENT NOTE

The Metalheads are pretty much bumbling antagonists whose purpose is to sprinkle a little chaos into the mall's interpersonal politics. But, given that some of the Metalheads can potentially act like bullies, it's the Mallrat's responsibility to not actually hurt or bully any *players*. If you have players that you know are sensitive to this kind of hostility, feel free to alter the scenario as appropriate. Likewise, if you sense someone is uncomfortable, pause the game, make sure everyone is okay, and end the game if necessary—real hurt feelings always take precedence. If you continue the game, correct course as folks see fit. This is a great moment to review the chapter on [Safety and Having Fun!](#) (pp. 27)

## TELL EVERYONE

On the night of October 1st, 1996, a fire raged through the mall, devastating many of its beloved stores, including Saint Sebastian's Catholic Gifts and Totally Random! Twenty-seven days later, as the mall reopens, both stores are still recovering from the losses incurred by the fire.

In the meantime, some new kids arrived in town. Neither Mall Goth nor Visigoth, this new crew—who call themselves *Metalheads* and listen to ridiculously heavy music—begins staking out their own territory at the mall just after it reopens.

## ASK THE VISIGOTHS

Do you think these new kids are posers? Are they potentially your modern-day counterparts, or even descendants? They do listen to an awful lot of Viking metal, but you're also pretty sure their "bone" necklaces aren't real bone.

## ASK THE MALL GOTHS

Do these new kids scare you, or do you think they're just trying way too hard? They're really into the Devil, and one of them may have been sighted drinking pig's blood out of a large-sized slushie cup. But, then again, who *isn't* kinda into the Devil? And Lemon Theodosius has been selling Halloween-themed drinks during October, including a blood-colored slushie called the "Vampire's Kiss." So that might've been cherry vanilla instead of pig's blood!

## FOR THE MALLRAT'S EYES ONLY!!!

The Metalheads' goal is to summon the Devil, who will finally make them true badassess that can conquer both the Visigoths and the Mall Goths. How do they plan on doing this? By enacting a fire ritual on October 30th, Devil's Night, that will burn down the entire mall. They can't do this alone, however, and will attempt to recruit Mall Goths and Visigoths alike.

Because a sitcom-like status quo is in effect, the Metalheads are going to fail no matter what. Whether their plans are foiled by the protagonists, in-fighting, or a quick response by the local firefighters, the mall will remain standing. After October 30th, the Metalheads hang around the mall like regular Mallrat-controlled characters and can become the source of rumors, quests, and hijinks.

However, despite inevitable failure, the Metalheads' actions will likely cause a whole lot of drama by dividing both the Mall Goths and Visigoths.

## THE METALHEAD ACTION PLAN

The Metalheads will, first and foremost, try to befriend (or intimidate) various Mall Goths and Visigoths before revealing their plans. Their actual plan of burning down the mall won't be revealed until the morning of October 30th. Until then, they will try pretty much anything and everything to win the others over and divide existing loyalties.

Roll a d6 to determine where the Metalheads hid the gasoline. Roll another d6 to determine where they hid their ritual book for summoning the Devil. Both items can be hidden in the same store.

<b>1</b>	Ace of Mace
<b>2</b>	Big Disc Energy
<b>3</b>	Brick & Mortal
<b>4</b>	Dracula Video
<b>5</b>	Floppy Joe's Cyber Chili
<b>6</b>	Hail Satin

## THE METALHEADS

### VALHALLA (BUT HER FRIENDS CALL HER VAL)

Bisexual cis girl, 17

Waist-length blonde hair, black combat boots, Cannibal Corpse tee

Best friends with Darrell

On again, off again with Ollie

**RAD** Val is a kick-ass drummer and claims to be capable of playing blast beats at 666 bpm.

**BUMMER** Val's super Christian family thinks she's a freak, and her stressful home life is putting a strain on her already spotty relationship with Ollie.

### OLLIE (BUT, ONSTAGE, IT'S TERRORIZER)

Bisexual closeted trans girl, 16

Messy black hair, leather jacket, "girl" jeans

Best friends with Denn

On again, off again with Valhalla

**RAD** Ollie can play guitar solos with her teeth, and has an extensive knowledge of flowers and garden care that she's afraid to voice around her friends.

**BUMMER** Ollie's friends are all cis, and, afraid of being rejected by them, she's constantly trying to perform masculinity while being frustrated by her inability to be herself.

### DENN GLANZIG (NO RELATION TO GLENN DANZIG)

Gay cis guy, 18

Long straight black hair, incredibly buff, wears mesh shirts to show off his pecs

Best friends with Ollie

Exes with Darrell

**RAD** Denn is a bodybuilder who once won a weightlifting competition by picking up the front of a fuel truck and dragging it for thirteen feet.

**BUMMER** Denn doesn't know how to handle conflict without flexing his muscles and making vague threats about "paying the ultimate price."

### DARRELL (BUT HIS FRIENDS CALL HIM DIMEBAG)

Gay cis guy, 18

Shaved head, a vest with so many patches that no denim's showing

Best friends with Valhalla

Exes with Denn

**RAD** Darrell has a car.

**BUMMER** Darrell never pays with dollars, just change (hence the nickname Dimebag), which means when he buys anything from a store it takes forever and annoys the clerk.

## RUMORS & CLUES (ORGANIZED BY STORE)

The big rumor, which will become immediately apparent through investigation, is that the Metalheads didn't just show up after the fire—they showed up the day *before* the fire.

**ACE OF MACE:** Su-bin says that the day before the fire started, Valhalla came in and asked if they had any flamethrowers. She threw a tantrum and left when she realized they only carried pre-industrial age weaponry.

**BIG DISC ENERGY:** Ximena says that the day before the fire started, the Metalheads came into the store and complained about the lack of Immolation albums. She recalls hearing the Metalheads speak in hushed tones about needing “a soundtrack for tonight’s festivities.”

**BRICK & MORTAL:** Amanda says that the day before the fire started, Valhalla came in asking about what equipment one needs to build a bonfire. The interesting part? Valhalla is pale white; it’s clear this girl doesn’t go outside ever.

**DARQUADE:** Thacø says that on the day before the fire, Denn and Darrell kept coming into the arcade to shake the machines and steal change, all the while complaining about gas prices.

**DRACULA VIDEO:** Fritz says that on the day before the fire, Val and Darrell came in to browse and ended up doing *Beavis and Butthead* impressions the whole time.

**FLOPPY JOE’S CYBER CHILI:** Joe recalls that the Metalheads stopped by the cafe to do “homework” the day before the fire started. After they left, he found three AOL searches on the computer they used: “modern architecture flammability,” “jail sentence for arson,” and “what does the Devil like to eat.”

**HAIL SATIN:** Hemlock and Nocturne say the Metalheads stopped in the day before the fire. They seemed really interested in the candles and demonic conjuration seal wall decals. Oh, and Ollie very awkwardly hit on both of them. On top of that, Nocturne says that Ollie was giving off some “familiar vibes.”

**SAINT SEBASTIAN'S CATHOLIC GIFTS:** Benedict remembers Ollie coming into the store the day before the fire. Ollie immediately picked a fight before she knocked over a display and shouted, "HAIL SATAN!" while Denn, Darrell, and Val cheered.

## MUSIC

First, let's start with music that *doesn't* work for the Metalheads:

- ★ Nu metal, alternative metal, and industrial metal are false metal. Metalheads do not listen to false metal and will mock anyone that does.
- ★ Marilyn Manson? Absolutely not.
- ★ Okay, so even though the episode is titled *Through the Fire and Flames*, Dragonforce won't exist for another three years. So they're pretty much out.

Here's some music that *does* work:

- ★ True metal! Thrash, death, black, doom, sludge, power, classic heavy metal... There's a wealth of stuff to dive into here.
- ★ Believe it or not, Cradle of Filth was still an acceptable symphonic black metal band in 1996, so they're good to go (for now).
- ★ Nothing wrong with the classics! Open up Spotify, YouTube, or whatever, and throw any of the following on: Black Sabbath's *Paranoid*, Dio's *Holy Diver*, Iron Maiden's *Number of the Beast*, or Sleep's *Dopesmoker*.

# IRC AND ALIENS



## CONTENT NOTE

This adventure is a ridiculous homage to *The X-Files*, but it also contains themes of state surveillance and law enforcement. Players from marginalized communities may find that the moral questions in this episode, as well as the stakes for the Visigoth community, hit close to home. There are also aspects of mind control that can affect players' ability to choose their own characters' desires and motivations – but these Strange Cravings are pretty silly. If a player is uncomfortable with a Strange Craving they receive, roll again for a new one. This is a great moment to review the chapter on [Safety and Having Fun!](#) (pp. 27)

In this episode, goths seek the truth about the mysterious (and possibly alien) forces of time travel that brought the Visigoths to the present-day, with interference from two meddling FBI agents. This adventure requires at least one Mall Goth to spy (or pretend to spy) on the Visigoths for the FBI.

# THE ARTIFACT

**VISIGOTHS:** One of you is curious about the artifact that brought you to the LA suburbs. Who?

Everyone says a Ouija Board summoned you, but a community legend suggests aliens sent you here using the artifact instead. A few days ago, you decided to find out for yourself and snuck into your leader's lodgings. You unearthed what must be the ritual item from a chest, unwrapped it, and beheld its glory.

Now you must determine what the item is, and the Strange Craving it induces within you. Roll a d6 to determine the Strange Craving.

<b>1</b>	A Discman. Every time you hear music, you are compelled to strike up an air guitar stance.
<b>2</b>	A hacky sack that you are convinced is a sacred alien egg you must carry nestled under your chin.
<b>3</b>	A Tamagotchi that you have a conversation with every time it beeps.
<b>4</b>	A leather pouch that you are compelled to fill with shiny things.
<b>5</b>	An alien plant that curls around your wrist and makes you want to douse yourself in artificial scents.
<b>6</b>	A lewdly shaped object with no discernible function that drives you to give any new person you see a Valentine with a corny pun.

You take the item and decide to (by rolling another d6):

<b>1-2</b>	You tell the other Visigoths what you have but conceal it.
<b>3-4</b>	You show it to the other Visigoths. They feel a similar Craving but in a reduced form.
<b>5-6</b>	You show it to the other Visigoths. Their Craving is even more intense.

## THE AGENT OF THE HOUR

Reina always has the best intentions. She got a tip about the artifact's origins, and fears the FBI would attack the entire Visigoth population if they found out too. She's proceeding with so much caution that she hasn't told her partner, Socks Moulder, about the case.

### REINA SCALY

Woman, bisexual, white, late 20s  
Not available for romance or kissing

**RAD** Intense and magnetic, very smart.

**BUMMER** Neurotic.

**SKILLS** +3 to time travel magic

If a Mall Goth calls Scaly, she shows up and attempts to transport the Visigoths back to the year 410. If nobody calls her by early evening, she suspects that the IRC Goth is a double agent and shows up to confront the Mall Goths.

## THE IRC GOTH

Which Mall Goth has been spying on the Visigoths for the FBI? Why? You are the IRC Goth.

You sneak into Floppy Joe's Cyber Chili before the café opens and use IRC—Internet Relay Chat, a text-based group chat system—to access #IFO, a conspiracy theory channel. What's your screenname?

You see 11Reina11 enter the channel and make contact.

**MALLRAT:** improvise Reina's chat conversation with the IRC Goth. Important points to get across:

- ★ The aliens of interest were spotted carrying the artifact.  
Call me as soon as you know what it is or who's carrying it!

- ★ We believe the aliens are benevolent, but their technology is powerful and mysterious. Anyone under their influence may be a danger!
- ★ I will meet you in the mall as soon as you call me—but beware, others may be intent on disrupting our mission.

## THE VISIGOTHS GO FIRST...

The Visigoth leader has sent out a search party to recover their missing artifact. You decide to hide the artifact in the mall. Where does your quest start?

This should set up the early morning scene as the Visigoths try to stash the goods.

## WITH THE MALL GOTHS IN HOT PURSUIT...

IRC Goth, tell your friends that you're a spy for the feds. Try to convince the others to tail the Visigoths, record evidence of Alien Influence, and possibly call Scaly with your findings.

The Mall Goths must now agree as a group whether to help the FBI track the Visigoths or protect the Visigoths from the FBI.

## TOP SECRET CONSPIRACY!

Unbeknownst to the IRC Goth, another Mall Goth was paid a small chunk of change to act as another FBI faction's informant. Roll a d6 to figure out if it's the next Mall Goth:

<b>1-3</b>	Clockwise from the Mallrat
<b>4-6</b>	Counterclockwise from the Mallrat.

Pass that Mall Goth the following slip for their eyes only:

### YOU ARE AN INFORMANT

You don't really care about this whole aliens thing. But you do care about the sweet \$350 Socks Moulder promised you in exchange for useful information. As soon as you learn something of interest to Socks, drop your wallet in the fountain as a signal to him. If he shows up, you're rich. Will your conscience let you go through with it?

### SOCKS MOULDER

Man, straight, white, mid-30s  
Not available for romance or kissing

**RAD** Obsessive novelty seeker, passionate and driven, dreamy and chiseled.

**BUMMER** Has an uncanny knack at picking up on whatever conversational tangent will be the most annoying to his conversational partner.

**SKILLS** +3 to leading wild goose chases

Socks can show up in one of two ways: (1) At the start of the game, the Mallrat rolls a d6. Replace this number on the Passageways table with Socks Moulder instead (p. 71). If the Mallrat rolls that number at the start of a Passageways scene, Socks will show up and begin meddling. (2) Alternately, if the informant gives the fountain signal, he can show up at the Mallrat's discretion.

## MALL SECRETS

**A FETA WORSE THAN DEATH:** If the Mall Goths show up, Judith reveals that she was lurking in the channel when the conversation with Reina went down because she has a crush on the IRC Goth. If the Visigoths show up, she offers to hide their artifact in a cheese cave in exchange for... what?

**ATHAWULF'S SECRET:** Brunhilda really doesn't care, but could be convinced to hide an object under a pile of bras.

**DRACULA VIDEO:** Fritz Fang is getting a little testy about all these alien autopsy videos making the rounds. You can't even see anything in half of them. Why, if Fritz had access to an alien artifact, he could film it properly, and keep *all* the profit to boot.

**HYPER GRRRL ROLLER RINK:** Fatima has heard about Judith cyberstalking the IRC Goth for months, but this is the first time anything *interesting* has gone down.

**PLAY GAUL:** There are all sorts of hiding places in here, and César probably wants to help out the Visigoths.

**SAINT SEBASTIAN'S CATHOLIC GIFTS:** Benedict has something to say about how people thought all the holy relics collected over the years are alien body parts—*isn't that the silliest thing?*



# Appendix



## VISIGOTH RELIGION

There's no room in this book for a deep-dive on the Visigoths' religion. But if you want to get extremely specific, the terms to look up are "Germanic paganism" and "Arian Christianity." Please note that "Arian" (a type of Christianity based on the followers of a man named Arius) is completely unrelated to "Aryan" (an ancient Indo-European language group that was appropriated by Nazis and used to propagate white supremacy), even though both terms show up in German history. This game centers on the early Visigoths, but the later Visigothic Kingdom also included Jews and Muslims because it became the ruling power in Spain.

While we're on that topic, the Visigoths eventually spread out over a large geographic region and consisted of a variety of ethnic groups. Do not use this game to play out Nazi fantasies, it was written by a gay trans Jew.

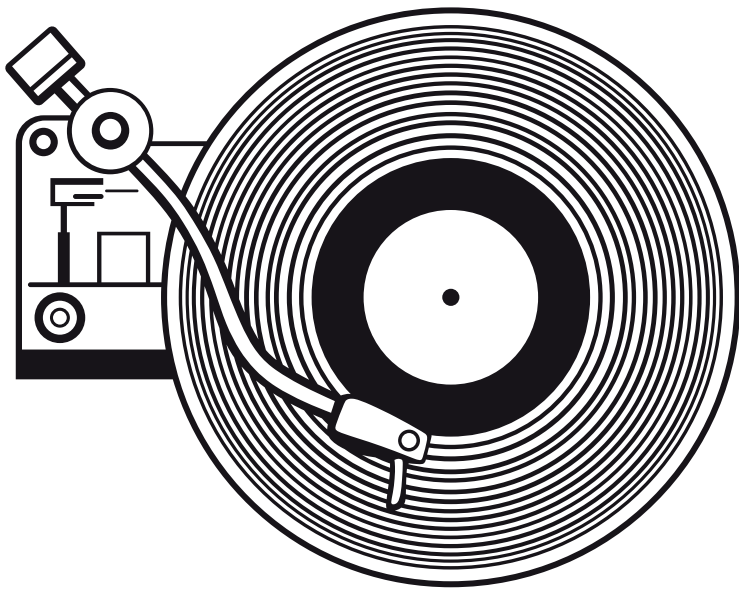
## WHAT WAS POPULAR IN 1996?

**TECHNOLOGY:** CDs and portable CD players, Windows 95, America Online (especially AOL instant messenger and chatrooms), *Pokémon*, Nintendo 64, desktop (not laptop) computers. Internet was dialup and only the very rich had cell phones or beepers.

**MUSIC:** Mariah Carey, Alanis Morissette, Whitney Houston, LL Cool J, Goo Goo Dolls, Jewel, Coolio, The Smashing Pumpkins, Hootie & the Blowfish, Oasis, No Doubt, Metallica, Ace of Base, Pearl Jam

**MOVIES:** *Independence Day*, *Fargo*, *Scream*, *Trainspotting*, *Jerry Maguire*, *Romeo + Juliet*, *The Craft*

**TELEVISION:** MTV music videos, *The XFiles*, *Sabrina the Teenage Witch*, *Babylon 5*, *Neon Genesis Evangelion*, *Friends*, *Seinfeld*, *ER*, *Law & Order*, *The Nanny*, *Murder She Wrote*, reruns of *The Golden Girls*



## GOTH PLAYLIST

Listening to goth music during the game can enhance the atmosphere. Enjoy our four-hour Visigoths vs. Mall Goths playlist on Spotify at [http://bit.ly/goths\\_vs\\_goths](http://bit.ly/goths_vs_goths) or check out these real goth and poser mall goth bands: And One, The Birthday Party, Bauhaus, Cocteau Twins, The Cure, Depeche Mode, Der Fluch, Echo and the Bunnymen, Einstürzende Neubauten, Fields of the Nephilim, Funker Vogt, Joy Division, Legendary Pink Dots, London After Midnight, The Mission, Nick Cave & the Bad Seeds, Nightwish, Nine Inch Nails, Rammstein, Rasputina, Siouxsie and the Banshees, Sisters of Mercy, Skinny Puppy, Strawberry Switchblade, Switchblade Symphony, VNV Nation, and Wolfsheim.

# GRATITUDE

This game is a love letter to counterculture teen Los Angeles in the 90s. If you were there too, thank you for being weird.

Thank you also to everyone who helped me build this mall.

Over 150 people playtested *Visigoths vs. Mall Goths*, and the game is better because of everyone's feedback. I would especially like to thank:

- ★ Marley Emma Alexander
- ★ Sharang Biswas
- ★ Ken Breese
- ★ Jim Crocker
- ★ Jonaya Kemper
- ★ Lauren McManamon
- ★ Nell Raban
- ★ Catherine Ramen
- ★ Richard Ruane
- ★ Rach Shelkey
- ★ Jackson Tegu

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- ★ Terrible Warriors
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## GHOSTLY PATRONS

★ **Marley Emma Alexander**

*the ghost of Terra from Final Fantasy VI*

★ **Ethan Brown**

*the ghost of Georg Büchner's cranial nerves*

★ **Alex Temple**

*the ghost of Laurie Anderson's vocoder*

★ **Natalie Zina Walschots**

*the ghost of a smash-hit debut novel  
atop an over-eager dolphin*

★ **Zil Garner Goldstein**

*the ghost of a Rosh Hashanah honeycake  
that finally went stale 3 years later*

## OBSCURE DETAILS

Catherine Ramen coined the phrase “the hacky sack of Rome.” A specific, nameless cyborg helped coin the phrase “bisexual with liturgical time.” Thank you to the Bored Ghost Podcast, the game *Kingdom*, and T.S. Eliot for helping me build Meowtropolis.

# WHO WROTE VISIGOTHS VS. MALL GOTHS?!

**LUCIAN KAHN** is a flamboyant, bald, bearded gay man, who was a goth-clubbing, Rocky Horror obsessed, bisexual teen girl in Los Angeles in the '90s. His most popular creations are *Visigoths vs Mall Goths*, the ghostly storytelling game *Dead Friend: A Game of Necromancy*, and *If I Were a Lich, Man*, a trilogy of funny Jewish roleplaying games about creative resistance against authoritarianism. In addition to the title game, the *If I Were a Lich, Man* trilogy also features the Prohibition-era lady bootlegger singing game *Grandma's Drinking Song* and the party LARP *Same Bat Time, Same Bat Mitzvah*. In the early 2010s, Lucian was the frontman for the all-trans, all-Jewish, klezmer punk comedy band Schmekel.



Lucian's games have won many honors, including the IGDN Indie Groundbreaker "Most Innovative" award, a place in the exhibition "Game Play: Between Fantasy and Realism" at the Museum of the Moving Image in New York City, and nominations for IndieCade, ENnie, and additional IGDN awards.

He is a surrealist and jokester. He is a gay-coded villain with a cat, and he is rumored to be the face of Doctor Claw. He is outside the binary/nonbinary binary (so, binary nonbinary binary nonbinary), and would describe his gender as "(Freddie) Mercurial," "Reverse Baphomet," or "campy vampy." Lucian Michelangelo Kahn is too weird to represent any of his communities.

Subscribe to his game design email updates at [bit.ly/luciangames](https://bit.ly/luciangames).

# IT'S 1996, AND YOU'RE IN A WEIRD MALL

***Visigoths vs. Mall Goths* is a tabletop roleplaying game and dating sim about the conflicts and romances among the warriors who sacked ancient Rome and 20th century spooky teens, set in a suburban Los Angeles shopping mall during 1996. There are a lot of bisexuals.**

**Imagine a surreal combo of *The Craft*, *Empire Records*, *Bill & Ted's Excellent Adventure*, and *Clueless*.**

- ★ **Easy to learn and video chat friendly.**
- ★ **Detailed mall setting: 2 maps, 17 stores, and 24 NPC clerks.**
- ★ **For 4-6 character players and 1 facilitator player (“The Mallrat”).**
- ★ **Rated PG-13.**

**“It is the 21st century and I can finally get my bisexual take on *That Bit In The Mall In Bill & Ted*, and the world is better for it.”**

**— Kieron Gillen, creator of *The Wicked + The Divine* and *DIE***

**“A fun romp of a game that’s compelling for veteran roleplayers and casual gamers alike, employing comedy, nostalgia, and teenage drama.”**

**— Sharang Biswas, Indiedecade and IGDN winning designer of *Feast and Verdure***

**“I love this project for its inherent comedic genius,  
‘90s nostalgia, and because of how queer it is.”**

**— Trin Garritano, Games Digital Outreach Lead at Kickstarter in “Projects We Loved: 15 of Our Favorite Kickstarter-Funded Projects from 2019”**

**“Lucian makes magic with his games always, and this is no exception.”**

**— Hannah Shaffer, designer of *Damn the Man, Save the Music!***

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Game design and writing by Lucian Kahn of *Dead Friend: A Game of Necromancy*, featuring art and graphics by Robin Eisenberg of *Thrasher* and Vans, Lluís Abadías García of *Dungeons & Dragons Retroverse*, and Vee Hendro of *Good Society*; maps by Olivia Fields and Jackson Tegu; and adventure episodes by Liz Gorinsky of *Goth Court*, musician Mabel Harper, LARP designer and games theorist Jonaya Kemper, and runes expert Maja Bäckvall of *Civilization VI* and *God of War*. *Visigoths vs Mall Goths* is Copyright © 2023 Lucian Kahn. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Hit Point Press, and it's associated logos are trademarks of Hit Point Press Inc. Hit Point Press Inc., 1175 Brookfield Rd. East, Ottawa, Ontario, K1V0C3, Canada