

# 夢みるメイド RPG

A maid RPG



神谷 涼  
&  
チームメイド



# *Yume o Miru Meido*

## Dreaming Maids:

### A collection of the last five scenarios of the Maid Role-Playing Game collection.

This free Maid supplement represents the last of the scenarios that originally came in the Yume o Miru Meido scenario collection. Due to time and space constraints, we couldn't fit them all in the book. As promised, we have finally released them all together in a single collection as a free Downloadable Content item from the official Maid website.

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...Let's not go there.

Special thanks to everyone who has purchased or played Maid: The Role-Playing Game. We appreciate all of your support. Seriously, without your time and money this could never have happened. Your efforts put money on Ewen's table, and got us psyched to bring over other Japanese RPGs into English. Also, please remember to check out the exciting Japanese original role-playing game *Tenra Bansho Zero* when it is released this fall ([www.tenra-rpg.com](http://www.tenra-rpg.com)).

You can find more material, and links to the Maid RPG announcement/ mailing list (Google Group) at the official Maid RPG website:

**[www.maidrpg.com](http://www.maidrpg.com)**

## The Scenarios in this Supplement:

\* **Farewell, Master:** Mistress Norrie is caught up in intrigue that could end her happy life with her maids forever! A well-meaning Knight Templar, a scheming mother, and a girl who just might be the true heir to the throne!

\* **The Master Has Amnesia!?:** After a month spent unconscious, the Master finally wakes up. After being attacked by robbers, but he has memory loss. The maids must help him find the truth and regain his memories!

\* **Tales of Suspense:** Master Kira Tsukishima is moving to one of the family villas to live closer to his new school, and the family has sent a butler because they feel maids alone won't be enough. As they get settled in, a tale of intrigue unfolds!

\* **Secret Base:** Valuables have been going missing from people's houses around the neighborhood, and the young and frankly not terribly smart young Master fancies himself a Sherlock Holmes, on the case and ready to ferret out the perpetrators!

\* **Until The Master Is Born!:** Sir Lepton has just died, and his adopted daughter Natalie and the maids are deep in grief, but Julio Lepton, the estranged son, comes to the mansion claiming to be the sole heir. The maids have to do something, and fast, or their happy life with Natalie will be lost forever!



## Farewell, Master

**Number of Players:** 3-5

**Play Time:** 3-5 hours

**Game Rules Used:** This scenario uses the basic rules, plus the rules for Masters, Comforting, and Costume Changes. If a costume calls for using other optional rules, it's up to the GM to decide what effect it has.

There are special Random and Normal Event tables for this scenario. Also, the PCs do not have Maid Weapons, and do not need Traumas.

Finally, this scenario uses a concept of "Total Favor," which is the total amount of Favor a given character has earned, regardless of how much she might've spent.

### Special Maid Roots

This scenario includes a set of special Maid Roots in order to make the session move along more smoothly. The players should each select one of these for their characters, without duplicating any one of them.

Also, when the players are picking out Maid Roots, the GM should explain what kind of character the Master is (and especially the fact that she's a girl).

#### 1. Older Sister

You became a maid because you want to become the Master's "older sister." She seems very quiet and lonely. She needs someone to need her. You're a maid because it lets you be that person. That's what motivates you.

#### 2. Unrequited Love

You want to be near the Master, and thus you became a maid. Your chest is bursting with these feelings. Though your love hurts like a knife, starting today you can be near her.

#### 3. Childhood Friend

You are one of the Master's very few friends. You came to the mansion at the request of an intermediary. Even now the Master still considers you a valued friend.

#### 4. Returning a Favor

The Master once saved you. You might be repaying a small debt out of a strong sense of duty, or repaying a huge debt. Either way, you have history with the Master, a very precious thing.

#### 5. Loyalty

You've found something that makes you feel a sense of loyalty to the Master. It could be something that moves nations, or a tiny bit of kindness. Whatever the case, your heart is set on the Master.

### Summary

The Master is first in line to the throne, but she has been living happily with her maids, oblivious to this fact. However, since the queen's health is failing, she gets caught up in a plot to take the crown.

Because there are those who find the Master's presence inconvenient, they've arranged for her to be imprisoned in a convent. If that happens, she'll never be able to leave as long as she lives. The Master's young love, which is just now starting to bloom, would be scattered on the winds. In the

midst of all this, a young man appears whom the Master is certain is her destiny. With the fate of the mansion hanging in the balance, everything turns into a huge panic!

Can the PCs protect their Master in the middle of all this chaos? And just who is it she's so smitten with...?

### Introduction

This scenario is set up like an intrigue story, but overall it's more of a yuri love comedy. That means it's not especially suited to players who like intrigue. The GM should try to give this scenario a light touch, rather than letting it become gloomy.

Also, it only becomes clear who the Master is in love with during the epilogue. The key, of course, is the PCs' Favor. The GM should make sure to explain this to the players.

### Setting

This scenario takes place in a world something like modern-day Europe.

### Mansion

The GM can create the mansion however he wants.

### Master

#### Norrie Rand (Age 14/Female)

**Master Type** Legitimate Child

**Master Colors** Flaxen Hair, Dark Brown Eyes

**Attributes** Athletics 1, Affection 2, Skill 1, Cunning 0, Luck 1, Will 2

**Master Special Qualities** Glasses, Royalty (Secret)

**Power Sources** None, None

**Favorite Maid Type** Heroine

**Stress Explosion** Crying

Norrie is the last descendant of the legendary queen who brought the Hundred Years War to an end. Over the course of half a century the family line fell into ruin, and Norrie's parents perished in an accident shortly after she was born. As such, she was raised as the daughter of Rashiel Rand, the former captain of the royal guard.

In order to spare Norrie from power struggles, Rashiel had her grow up in a mansion on the outskirts and go to school. Perhaps because of that, she's reserved and lonely. She's always worried about how people think about her, and lacks the courage to take the first step. Even when she was drawn into intrigue and they were trying to force her to go into a convent, she could only obey. She doesn't tell anyone else what's going on because she doesn't want the maids to become involved, so she's completely crushed right now.

Incidentally, right now there's someone who weighs heavily on Norrie's mind. She wants to tell him how she feels, but she's terrified that he might hate her.

Norrie's personality makes it difficult for her to get involved with other people. The GM should make it clear that the PCs should proactively approach her. Norrie is reserved, but she'll

do all sorts of strange things as a result of Random Events, and really she loves the PCs!

Norie's hobby is collecting insects, and she dreams of becoming a biologist like Jean Henri Fabre. She also likes to wear reading glasses, for some reason.

## Other NPCs

### Ein Varanvel (Age 16/Male)

**Colors** Blonde Hair, Blue Eyes

**Attributes** Athletics 2, Affection 1, Skill 0, Cunning 0, Luck 2, Will 2

**Special Qualities** Can't Read the Situation, Knight Templar

**Stress Explosion** Complaining

**Special Ability** Grandpa's Help ("Grandpa" with attributes of 2 cooperates on actions. However, failure means the Stress is doubled).

Ein is a Knight Templar who supervises the Palmina convent. Her mother Rosa is a cunning conspirator, but he didn't inherit this ability. Ein is egotistical and selfish, snobbish and hot-tempered, and always tense for no particular reason. Despite his lack of ability, his mother still dotes on him.

One day, many years ago, Ein came across Norie quite by accident on the way to a ball. The helped out the lost, crying girl. Since then, Ein has believed that Norie is his destiny. He became a knight templar so that he could protect her.

Ein is convinced that Norie will be happy with him. However, if someone can make him understand that this is wrong, he'll be willing to help the PCs to save her.

Also, Ein has an all-purpose butler he calls "Grandpa" who is always with him. Although he's a butler, his love for Ein is clear to see. When Ein is in trouble, he'll quickly come crying to Grandpa. To an outside observer, their relationship looks kind of troubling, really.

Ein and the old man are very clearly the "enemies" of the yuri love comedy. Please role-play them as annoying and silly. Still, he might turn out to be an okay guy in the end.

### Rashiel Rand (Age 62/Male)

Rashiel rose to the rank of captain of the royal guard solely through his own abilities, and became a great hero. In order to repay his obligations to Norie's father, he decided to take care of the orphaned girl. He is now enjoying the life of a retired bachelor. He has a strong sense of duty and a warm heart, but he's a bit lacking in finesse and delicacy.

Rashiel is out around town trying to save Norie from Rosa, so the mansion is empty.

### Mother Rosa (Age 57/Female)

Rosa is the head of the Palmina convent, and the ringleader of the conspiracy. She is a stereotypical conspirator, and overconfident in her own influence and ingenuity. She serves as a conservative fixer, and has been acting in secret for a long time. However, since she dotes on her son Ein, born because of a male paramour, she's not at her full ability of late.

## Conspiracy

Rosa has spent a lot of time and effort grooming an obedient successor to the queen, with the proper lineage. However, just as the current queen's health began to fail, Norie, a descendant of the "Legendary Queen" appeared. Since Norie would clearly come before her candidate in the succession, Rosa is having to rethink her plans...

Thus she made a proposal to Norie, under the guise of avoiding political strife. When Rosa offered to temporarily send Norie to take refuge in the convent, the soft-hearted Rashiel decided to trust her. Once she had her opening, Rosa forced Norie to join the priesthood.

Those who enter the convent can never rejoin the ordinary world. Of course, that also means they're not eligible for things like becoming queen. Everything is going according to Rosa's plans, and she needs only sit back and watch as her candidate ascends to the throne.

Nonetheless, Rosa realizes the bond between Norie and her son, and she'll let him do more or less as he pleases. That means that within the convent she runs, it would be simple for them to have a rendezvous.

Hearing this, Ein heads to Norie's room (with Grandpa in tow) without delay. Rosa was a little concerned, but there was nothing she could do...

## Prologue

At the start of the scenario, the GM should explain the setting and read the following:

It began on a cold Spring morning. Though reserved and prone to loneliness, Norie suddenly resolved to go to the Palmina convent. However, if she does go to the convent, she'll never be able to leave. No one would believe that Norie would discard her peaceful and pleasant life for the cold austerity of the convent.

At this point, PCs who can get an Affection or Cunning result of 6 or better will realize that Norie is actually afraid. They'll no doubt want to ask her many questions, but she'll flee to her own room.

The GM should bring this scene to a close pretty quickly, and move on to "An Uninvited Guest," below.

## An Uninvited Guest

Immediately after the prologue, a coach halts in front of the mansion with a great clamor, and someone bangs hard on the door knocker.

If someone opens the door, they'll find the usual uninvited guest, the Knight Templar Ein, with the old man. Ein believes he's Norie's "destiny," and he's made a habit of intruding on the mansion and causing trouble. He's usually content to make a proper inquiry, but today is different.

"Heheheh. Would you guys mind not making such a fuss? After all, you're going to be out of a job in 7 days. Why don't you start packing?"

"It's as the young master says!" interjects the old man, and Ein becomes even more talkative.

"Now my destined lover will be mine... Don't worry, I know she'll be happy with me!"

"It's as the young master says!" says the old man. Ein takes on a triumphant air.

Seven days later Ein will come to escort Norie, with a coach and formal dress he borrowed from the Knights Templar. He intends to stay at the mansion for the next week.

Being such a simple young man, Ein has no inkling of his mother's plot. If someone asks him, he's just say that his mother is helping make Norie his.

Once Ein has sufficiently established himself to the PCs as an annoying twit, move on to "Progressing Through the Scenario." Also, during this scene Norie is sequestered in her room, and does not intend to leave. If someone comes to check on her, she'll murmur, "Sorry... I'll be alright soon."

## Progressing Through the Scenario

In this scenario you'll portray each of the seven days leading up to the Master's departure. First, each PC declares one action for the first day. After that, the GM uses the special Random Event table once for each day. The GM can decide on the order in which the PCs' actions and the Random Events happen. Try to set things up so that anyone can participate.

Also, the PCs can only declare one action per day, but that doesn't mean they can only do one thing per day. They can often react to other people's actions. The main thing for the GM to keep in mind is that all of the PCs should have the same amount of opportunities to act. Please actively respond to changes in characters' actions too.

So, what kinds of things should the PCs do? There could be a lot of players who don't really grasp the scenario's pace at first and try to make things really crazy. For that reason the GM should show the players the list of example actions below, and try to incite the PCs to action.

## Example Actions

- |   |                          |   |
|---|--------------------------|---|
| 1 | Meddle with the Master   | Intent on earning more Favor; you meddle with the Master's affairs. This is only natural for a maid. Also, she needs someone to pack up for going to the convent, right?  |
| 2 | Seek Doubts              | What is the meaning of the frightened expression the Master showed during the prologue? Why did she decide to go to the convent? See the "Information Gathering" section. |
| 3 | Preemptive Attack on Ein | Without really knowing what he's done, you decide to take Ein out of the picture. Still, nothing will discourage him, and he'll use the old man's assistance.             |

- |   |               |  |
|---|---------------|--|
| 4 | Other Actions | There are plenty of other possible actions besides those listed above. As the scenario progresses, the PCs will no doubt try unexpected things. Please let the PCs' cleverness be effective. |
|---|---------------|--|

## Information Gathering

When the PCs try to gather information, they need a Cunning result of 10 or better to turn up something. The following points are important in this scenario:

1. The convent is a dangerous place, and it often serves to imprison people who suffered defeat in political strife. Assassinations have taken place here at times.

2. A month ago the queen's health began to fail, and it's said her death cannot be far off.

3. The head of the Palmina convent has been grooming a successor to the throne for a long time.

4. A major rival to the church's presumed successor to the throne has appeared. This rival is apparently a descendant of the "Legendary Queen."

5. Rashiel believes that someone is trying to kill Norie, but that seems to have been from a random remark from Rosa.

6. Rosa was apparently the one who had Norie join the priesthood. Rashiel only wanted her to temporarily take refuge there.

7. Rosa hasn't been quite as effective as usual owing to doting on her son Ein. This time she has several things in motion for her "final struggle."

8. Norie is the last descendant of the "Legendary Queen," whose line was thought to have died out, and thus she ranks very high in the succession to the throne.

We've set up the above information to be dispensed in numerical order, but there's no need to be overly particular about such things. However, try to let the players have #1 to get the motivated to ferret out more early on.

## Special Random Event Table

This is a special Random Event table intended specifically for this scenario. To use it you roll 1D66, just like a typical Random Event table. Naturally, the GM can always ignore the die roll and pick a Random Event. Also, the PCs can spend 1D6 Favor for a Random Event from this table.

**Roll Result**

- 11-12 Late at night you discover Norrie in her bed, moaning “No . . . I want to be with . . .” Was she going to call someone’s name?
- 13-14 “Huh? What’s this crest?” In Norrie’s belongings you find an accessory marked with the ruling family’s crest.
- 15-16 “If you start liking someone a lot, does that mean you’re in love?” Norrie, blushing to her ears, asks for advice about love.
- 21-22 “What? Norrie wrote a love letter?” You discover a love letter, and it looks like Norrie wrote it. Unfortunately, you can’t figure out who it’s for.
- 23-24 “How can I cheer up . . .?” You discover Norrie, crying by herself. Why is she so sad?
- 25-26 “It’s okay . . . I can handle leaving . . .” Norrie is secretly calling Rashiell. But why would she need to hide that?
- 31-32 “I’m not afraid . . . of the convent.” Norrie suddenly can’t stop trembling. Is she feverish?
- 33-34 “I won’t be able to drink this tea anymore . . .” Norrie pesters one of the maids for tea and sweets. It’s tough to talk about the past, and she wants to rest a little.
- 35-36 “Ah! Someone help me!” Norrie panics in the bath. Actually she just can’t wash her hair by herself.
- 41-42 “N-Norrie! Kiss me!” Ein suddenly gives in to his urges. He mistakes one of the maids for Norrie and tries to kiss her.
- 43-44 “Aaaah . . . My sword . . .” One random maid accidentally breaks one of Ein’s treasures.
- 45-46 “. . .” You hear the old man complaining for 1D6 hours. You can get one piece of info from the “Gathering Information” section in exchange for taking 10 Stress.
- 51-52 “Today is your lucky day!” Ein gives into his urges and forces himself on one of the maids.
- 53-54 “My mama’s in charge there, you know.” If you can listen to Ein babble about his mother for 1D6 hours, you can take 10 Stress to get one piece of info from the “Gathering Information.”
- 55-56 “Don’t think ill of me . . .” Ein barges in on the maids changing and bathing! He claims it was by “accident.”
- 61-62 “Do you remember . . . when we met . . .?” Ein tries to drag Norrie off somewhere for no particular reason. Norrie’s in trouble!
- 63-64 “I am a knight in the service of the church and the queen!” Ein notes that “A lot of the women who failed to succeed the queen were sent to the convent and later killed.”
- 65-66 “My mama told me a Knight Templar doesn’t need a head . . .” Ein notes that, “That convent has a history of turning out over-sophisticated politicians who become conspirators.”

ways the scenario can end, depending on the PCs’ actions. The major thing is whether or not they let Norrie go.

If they let Norrie go to the convent, the maids are all dismissed, and Norrie is imprisoned in the convent as a priestess. After that, she will never see her maids again, and only memories remain.

If they don’t want to let Norrie go, they’ll have to figure out some way to stop her. The simplest thing would be to use Ein to negotiate with Rosa. If you want to use the rules to drive towards a climax, tell the players they need to get a total Cunning result of 30. However, if the maids have managed to bring Ein over to their side they’ll only need a result of 20. On the other hand it might be interesting to use a costume change and an all-out battle to resolve things. The GM should try to run with whatever ideas the players come up with. Logic is less important than fun here.

Whatever the PCs might try, the important thing is that they don’t let anyone take Norrie away. For example, they could ambush the messenger from the convent . . . stuff like that. If things go well, the players should have plenty of motivation.

If they successfully stop Norrie from going to the convent, move on to the “The Master’s Confession” event. If they fail, things continue as per “If they let Norrie go to the convent,” above.

**The Master’s Confession**

Although it might seem like things are finally settled, Norrie turns red right to her ears, and fidgets as she resolves to make it clear who it is that she’s loved all along.

This is where you compare the PCs’ “Total Favor.” From here there are three ways things can turn out.

If there’s a PC who is ahead of all of the others by 5 points, Norrie confesses her love to that maid. If she accepts, the two of them can seduce each other, and the maid can change into the “Wedding Dress” Costume Change.

If no one meets the above condition and the PCs managed to reform Ein, she’ll confess to him.

If no the above conditions are not met, Norrie confesses to the old man.

Needless to say, if Norrie confesses her love to Ein or the old man, the scenario’s intended “yuri love comedy” thing will kind of fall by the wayside, and the original point of the whole thing will be subverted. Regardless, Norrie is quite serious when she makes her confession. Whatever happens, try to make it as hilarious as you can manage.

Scenario By: Babayan

**Morning of the Separation**

When the morning of the seventh day arrives, a black stagecoach quietly comes from the distance. The time of separation is at hand. At this point there are basically two





## The Master Has Amnesia?!

**Number of Players:** 3-4

**Play Time:** 3-4 hours

**Game Rules Used:** For this scenario you'll need to use the butler and Master rules, but both are NPCs. You can use the Head Maid rules if you want. You'll use the Seduction and Costume Change rules too, but players may not overuse them.

### Summary

About a month ago, the Master was attacked by robbers who'd broken into the mansion. He's been unconscious ever since.

Then one day, he suddenly wakes up. The first thing he says is, "The culprit is someone who has access to the mansion..."

If you try to question the Master about the culprit, he holds his head and says, "I don't know... I can't remember..."

Not only has the Master forgotten not only the details of the culprit, but while he still knows his status, he's forgotten all kinds of other things. The PCs will have to find the culprit while relying on the Master's few remaining memories.

### Introduction

This scenario is set up as a mystery story. The Master has lost a lot of his memories (rather conveniently so). However, if the PCs try for some romance, try to cheat, or say something close to the truth, they might well help the Master regain some of his memories.

Furthermore, if the scenario is pushed to its end or some such, PCs can spend 10 Favor to force him to remember something. (See Table 1).

### Setting and Mansion

The mansion is a "Contemporary" "Palatial Residence" with no Special Facilities. It may be 10 years old, or far older; your choice.

### Azamigawa House

**World:** Contemporary

**Mood:** Light

**Appearance:** Palatial Residence

**Colors:** Blue/White

**Special Facilities:** None

**Encounter Table:** Not Used

### Master

#### Keiichi Azamikawa (Age 24/Male)

**Master Type:** Natural Born

**Master Colors:** Brown Hair, Black Eyes

**Attributes:** Athletics 1, Affection 2, Skill 1, Cunning 1, Luck 1, Will 2

**Master Special Qualities:** My Pace, Trouble Walking, Sickly (Amnesia)

**Power Sources:** None/None

**Favorite Maid Type:** Heroine

**Stress Explosion:** Seclusion

**Description:** Keiichi Azamigawa is the current head of the Azamigawa family. His predecessor passed away three years ago. He was comatose for a full month after the incident, but he's suddenly woken up. He's basically a kindhearted young man.

Whatever happens, please make sure the PCs don't hate him. He definitely can't heavy-handed towards them.

(\*1) "Trouble Walking" is not because of his weak constitution.

(\*2) This scenario doesn't really make use of Power Sources.

### Butler

#### Hidetoshi Kinjo (Age 58/Male)

**Butler Type:** Gothic/Veteran

**Butler Colors:** Any Suit Color, Black Eyes, Gray Hair

**Attributes:** Athletics 4, Affection 3, Skill 5, Cunning 3, Luck 2, Will 9

**Butler Special Qualities:** Former Mercenary, Glasses

**Butler Weapons:** Chinese Martial Arts Weapons (Nunchaku), Handgun

**Butler Roots:** Loyalty

**Butler Powers:** Consequences, Manly Tears

**Description:** Hidetoshi Kinjo is a veteran butler who has loyally served the Azamigawa family for some 30 years. He deeply regrets that he was away the month before when the incident happened. Also, he knows a lot about the Master (more on that later).

### Other Characters

**Miyabui Yotsui (Age 24):** The Master's fiancé. She is the only daughter of the Yotsui Zaibatsu. She's a selfish and unpleasant woman. The engagement was arranged by the Master's parents, and he himself has completely forgotten about it.

Attributes: Athletics 1, Affection 1, Skill 1, Cunning 5, Luck 1, Will 1

**Yoshihiro Komori (Age 45):** The mansion's gardener, who lives in a separate house on the mansion's grounds. He likes to gamble, and owes the Master money. However, the Master has forgotten this.

Attributes: Athletics 2, Affection 2, Skill 2, Cunning 2, Luck 2, Will 2

**Ena Komori (Age 17):** Yoshihiro's daughter. She's secretly in love with the Master.

Attributes: Athletics 1, Affection 3, Skill 1, Cunning 1, Luck 1, Will 1

**Shohei Yamato (Age 23):** A cleaner who comes to the mansion every other day. He's completely obsessed with maids.



Attributes: Athletics 2, Affection 2, Skill 2, Cunning 2, Luck 0, Will 2

## The Truth

The culprit is Miyabi Yotsui. Her spending money is running low, and with it her personal freedom. The Master got fed up with her and fell in love with someone else. However, they can't just get rid of the engagement that their predecessors (who also died early) arranged. This leaves them more than a little distressed. The butler, Hidetoshi Kinjo, knows about this.

On the day of the incident, Miyabi was having dinner with the Master, and she put sleep medication in his wine. After that, the Master fell asleep. (The GM can decide how well the two of them get along).

Miyabi apparently stole the Master's ATM card too. However, at that point the Master was only lightly sleeping, and he clearly saw what she was doing. Miyabi unthinkingly grabbed a vase and hit him over the head with it.

## Prologue

As the scenario starts, the GM should explain the setting, and the Master's state after the incident.

- ***There was a break-in.***
- ***The Master is comatose.***

At this point the GM doesn't need to explain about the other characters in detail. Once all the explanations are done with, have the PCs introduce themselves.

After that, have the PCs make Affection rolls; whoever gets the highest result gets to assist the Master that morning. When she arrives in his room, he's awake at long last. As she's coming into the room, he turns to face her, and slowly says, "The culprit is someone who has access to the mansion ..."

However, if she tries to ask the Master for more details, he'll hold his head in pain and say, "I can't remember . . ." If she's too persistent about asking him, he'll get annoyed and she'll lose 1D6 Favor.

The Master Can Remember:

- ***His own name and position.***
- ***The names of the maids, the butler, and other people he has close relationships with.***
- ***That there was a break-in.***

The Master Can't Remember:

- ***The culprit's face or distinguishing features.***
- ***That he has a fiancé.***
- ***That he's fallen in love with someone.***
- ***Who he's lent money to.***

The GM should keep the above in mind when the Master responds to questions. PCs who decide to pursue the culprit get 2D6 Favor.

## Things to Watch Out For

Please don't let the Master overwork himself during this scenario.

Also, if the scenario reaches an impasse, the PCs can spend 10 Favor to force the Master to remember things (see Table 1).

Be especially careful of Seduction rolls. Since Miyabi and Ena are each in love with someone, a large modifier is in order. On the other hand, Shohei would be relatively easy to seduce.

This scenario is basically a mystery story. Still, don't hold back on the slapstick. You can inject some intrigue and trickery into the scenario, but the culprit will confess everything if she's sufficiently pressed.

## Progressing Through the Scenario

This scenario isn't set up with any particular schedule in mind. Instead, it ends when the PCs uncover the truth and restore the Master's memories (see below).

Each day progresses with the maids having the opportunity to do "Daily Work" and "Searching."

For the daily work, you can use the work table from the scenario "Happy Birthday!" (see core rulebook). However, if the die roll comes up with a 6, the GM should roll on the Random Event table below.

## Table 1: Master's Memory Feedback

Roll	Result
1	The Master apparently lent money to someone. This was Hideoyoshi Komori, but the Master can't remember.
2	On the day of the incident, the Master became very drowsy very suddenly as he was getting back to his bedroom.
3	The Master is in love with someone. It's actually Ena Komori, but you can change this if there's a PC who would be more interesting.
4	The culprit was apparently dressed up as a maid.
5	The Master was worrying about something important.
6	Failure. The Master says, "I think I was in love with you" to the PC whose player rolled the dice, or something equally absurd.

## Random Event Table

Roll	Event
1	Miyabi's Selfishness: Miyabi comes to the mansion, and delivers a stunning display of selfishness. For example, she might tell the Maid with the lowest Skill that her tea tastes awful, or say to the Maid with the lowest Luck, "I'd really like to drink some spring water from Mr. Fuji."
2	Shohei's Confession: Shohei confesses his love to whichever PC gets the highest result on a Skill roll.
3	Ena's Feelings: Ena glances passionately at the Master.
4	Yoshihiro's Gambling: You catch a glimpse of Yoshihiro at the races. He seems to have lost rather spectacularly.
5	Sudden Change: The Master's condition suddenly changes. Unless one of the PCs can get a result of 20 or better with Affection (or some such), he'll leave for 30 minutes of real time.
6	Something Happens: Something happens concerning the Master. For example, he might lose his balance while moving from a wheelchair to his bed, and the maid with the highest Affection gets to help him.

## Miyabi Yotsui's Activities

Miyabi is constantly visiting the mansion, trying to get the Master to remember that they're engaged. Or rather, she's not so much trying to make him remember as trying to make him aware. She's more concerned with the reality of the situation than his memory.

Her actions are aimed at getting money and freedom through marrying the Master. She should definitely be doing things that get on the PCs' bad side.

### Dialogue

"And why exactly is this tea so terrible?"

"Well, if I do marry Keiichi, the first thing I'll do is fire all of you."

"Keiichi, I'm your fiancé. Try to remember."

## Yoshihiro Komori's Activities

During the day, Yoshihiro maintains the garden, and after work he plays pachinko or goes to the races.

He should obviously be a bad father, who very clearly has money troubles.

### Dialogue

(To one of the maids) "Hey, baby, wanna go play some pachinko?"

"Yeah... I kinda' lost again. I don't suppose you have any leftovers from dinner?"

"No, I'm gonna' win tomorrow. I'm sure of it."

## Shohei Yamato's Activities

Shohei comes every other day to pick up maid uniforms, sheets, tablecloths, and so on for cleaning.

He always tries to strike up conversations with the maids. He should always be doing something suspicious whenever he's there (sniffing the dirty maid uniforms... that kind of thing).

The PCs have heard that lately he's been trying to convince the Master to give him a loan to open a maid cafe.

### Dialogue

"You know, [name here]-chan, that maid uniform always looks great on you."

"Could you please call me 'Master,' just once?"

"Oh man, this is so awesome!"

## Ena Komori's Activities

Ena is a more or less normal girl, attending a normal high school.

Her father is constantly getting into trouble because of his gambling habit, but because it's just the two of them living together, they have to get along somehow.

She's fallen for the Master, and often gazes at him from behind trees and such. Every time the Master notices her, she turns bright red and runs away.

Please portray Ena as a stereotypical reserved high school girl, the kind anyone would like.

### Dialogue

"Uh... Um... Nothing."

"I... um..."

"I'd better go get dinner ready."

## Hidedoshi Kinjo's Activities

Hidetoshi won't act on his own, and simply carried out his duties as a butler with a detached air.

He knows that the Master didn't want to marry Miyabi, but he's withheld comment for the future of the Azamigawa family. However, he does worry about the Master.

### Dialogue

"Well, I have work to do."

"This is not a matter for me to interject."

## The Final Curtain

When the PCs reach one of the conditions listed below, the scenario draws to a close.

- The PCs find out who the Master is secretly in love with. This doesn't necessarily have to be Ena. Depending on the PCs' actions and how the scenario flows, the GM can have this turn out however he or she wants.

- The PCs figure out who the culprit was. This doesn't necessarily have to be Miyabi. If the PCs conclude that it's someone else, the GM can just go with that if he or she wants.

- The PCs learn from the butler that the Master dislikes Miyabi.

First, there's the scene where the PCs question the culprit. Miyabi is the real culprit, but it's entirely possible that they could get someone else arrested.

## If They Accuse Miyabi Yotsui

If someone accuses Miyabi, she'll use her Cunning to come up with an explanation. She uses her status to cover herself, or just ignores them.

If it comes down to a verbal confrontation, the PCs will have to make an opposed Cunning roll against her.

Also, if she has a Stress Explosion she'll confess everything.

After that, the Master remembers everything, and cancels their engagement.

## If They Accuse Someone Else

Whoever the PCs accuse will claim to be innocent, but they might well be powerless to avoid being mistakenly arrested.

After that, Miyabi will proclaim that she wants to have her marriage ceremony.

## Marriage

After the PCs have questioned the alleged culprit, it's time for a scene where the Master decides who to marry.

If the authorities arrest Miyabi, the Master will have a sweet scene with the partner he's been in love with for a while.

If it's not Ena, you'll need a scene where she leaves.

If Miyabi suggests holding a marriage ceremony, there are several things that could result. If she does get to marry the Master like she wants, she'll fire all of the maids. However, if one of the PCs colluded with her, things might turn out differently.

That means that the PCs will likely have to try to convince the Master not to get married. If the PCs are having a lot of difficulty by themselves, the butler can use his "Manly Tears" power. If they do convince the Master to give up on the marriage, Miyabi will completely lose it and go crazy.

## Ending

There's no set ending for this scenario, but it would be fun for the Master to pick a new fiancé. The new fiancé can Costume Change into a wedding dress, school uniform, kimono, etc. and go all-out in the end.

For sequels and whatnot you can also form other couples. The butler might have some romance with the Head Maid, a maid might hook up with Shohei, etc.

Scenario By: Tamotsu

## Play Report

This is a play report for this scenario. See the scenario itself for details on the NPCs and such involved.

## Bring Out The Maids!

The GM brought this mystery scenario to the group with the intent that they would enjoy all kinds of conflicts and such amongst themselves. Here are the maids they created:

1. A heroine-type maid who's in love with the Master ("Heroine").

2. A middle-aged woman who serves as the Head Maid. ("Head Maid").

3. A cool worker. She's a cool beauty, more concerned with her job than with love. ("Cool").

The GM has run this game a fair amount, but this was the first time he'd seen a middle-aged maid PC, and the Head Maid no less. Things could get pretty crazy.

## Progressing Through the Scenario

The scenario progressed at a crisp pace. The Heroine kept putting the moves on the Master, so that he never even noticed Ena's infatuation with him. The Head Maid supported her in this while pushing the investigation ahead. Things were getting interesting.

The Cool one quietly did her work, while lecturing the Heroine about a maid's duties. And of course the Master's fiancé, Miyabi Yotsui, made all of the players hate her with her attitude.

The GM was loving every minute of it.

The group went back and forth as to who might be the culprit, but they finally agreed on Miyabi. (They'd found a decent amount of proof too).

## An Unexpected Development!

When the butler asked the Master to talk about his troubles, the Head Maid - who has a close relationship with him - headed for the butler's room. Despite his position and his loyalty to the Master, the butler wasn't being very forward about what was going on.

"Don't go worrying by yourself. Share your worries with me." So saying, the Head Maid attempted to seduce the butler. Not only that, but she did a great job role-playing it, and the result on the roll was incredible.

A very mature couple thus came to be. (Applause).

## Climax

The scenario continued on, and the maids came up with a lot of circumstantial evidence with which to go after Miyabi.

That left the love affair between the Master and the Heroine. The Heroine and Head Maid decided to ignore the Master's memory loss and make something up. The Cool maid who'd sided with Ena cringed at this.

After overcoming various obstacles and finally making extensive use of Maid Powers, the managed to falsify the



Maste's memories (including producing photos of the Heroine and Master together), ultimately arriving at a happy ending.

And Ena Komori might just have fallen in love with the Cool maid who supported her.

GM: "The old lady's power totally took over this session."



## Tales of Suspense

**Number of Players:** 3-4

**Play Time:** 3-4 hours

**Game Rules Used:** This scenario uses the butler and Master rules, though both are NPCs. You can use the Head Maid rules if you like. It also uses the mansion and seduction rules.

For Events, use the Romance or Light Normal Event tables. However, whenever someone rolls for an Event, they must declare which of these they will be rolling on.

### Summary

The Master, Kira Tsukishima, will be starting high school in April. He's the only child of Yoichiro Tsukishima, and he'll be the next leader of the Tsukishima Zaibatsu. Since Kira's high school is far away from the main house, he's now living with some maids in a villa located a mere 5-minute walk from the campus.

The main house has sent a butler, Haru Amajiri. In fact, Haru is Kira's half-sister (different mothers), and she's plotting to kill him and usurp control of the Tsukishima Zaibatsu.

### Introduction

This scenario tells a rather severe story, so we recommend using Normal Events to lighten the atmosphere somewhat.

Also, you'll need to record the Favor that the PCs gain from the Master and from others separately.

### Mansion

The mansion is a Contemporary Palatial Residence. The GM can decide on the colors and Special Facilities. It's called "Tsukishima Villa," though the GM can come up with another name if he or she wishes. It should be at least 15 years old.

### Master

#### Kira Tsukishima (Age 15/Male)

**Master Type:** (up to GM)

**Master Colors:** Green Hair, Cream-Colored Eyes

**Attributes:** Athletics 2, Affection 2, Skill 1, Cunning 1, Luck 0, Will 2

**Master Special Qualities:** Artist, Hates His Relatives

**Power Sources:** Blood Ties/Talent

**Favorite Maid Type:** (up to GM)

**Stress Explosion:** Prayer

**Trauma:** Doesn't Know Love

**Description:** The GM can decide on Kira's favorite Maid Type, though we recommend it be something other than Sexy.

Kira Tsukishima is the only son of Yoichiro Tsukishima, head of the Tsukishima Zaibatsu. Despite being the heir to the family business, he's currently living as a normal high school freshman. Although Kira would rather explore his talents as

an artist, his education has mainly consisted of the things he'll need to know to take on the Zaibatsu, and he deeply resents being born into such a family. However, he should not show this sentiment during this scenario.

### Butler

#### Haru Amejiri (Age 19/Male)

**Butler Type:** Elite/Veteran

**Butler Colors:** Pick a color for her suit. Ultramarine Eyes, Black Hair

**Attributes:** Athletics 3, Affection 4, Skill 4, Cunning 5, Luck 3, Will 7

**Butler Special Qualities:** Burns, A Woman

**Butler Weapons:** Handgun, Magic

**Butler Roots:** Ambition

**Butler Powers:** Intrigue, Invincible

**Trauma:** Saw parent's death with her own eyes.

**Description:** The ultramarine (a vivid dark blue) color of his eyes is actually from contact lenses. Without his contacts, his eyes are a cream color. Also, his hair is dyed back; the natural color is green. This coloration is proof that he is descended from the Tsukishimas. He was born in secret to Yoichiro Tsukishima and Shizuku Amejiri.

Just before she died, Shizuku gave Haru a handgun and a photograph as proof. (See Important Points, below).

Haru is now plotting to usurp Yoichiro Tsukishima.

### Other Characters

**Yoichiro Tsukishima:** The Master's father, and head of the Tsukishima Zaibatsu. He's actually the butler's father as well. He's the real culprit of this scenario, though he doesn't appear himself.

**Yojiro Tsukishima:** Yoichiro's brother. He's plotting to take over the Tsukishima Zaibatsu, and instigating Haru. He's the scenario's final boss.

**Shizuku Amejiri:** The butler's mother. She died in a fire three months ago. She provides the impetus for the events of this scenario.

### Prologue

At the start of the scenario, the GM should explain the setting, and then read the following:

As Tsukishima-sama is starting high school, he's left the main house to live in Tsukishima Villa. It's been X months since you started living with Tsukishima-sama. [Pick a number of months that advances from April to when you're playing.]

"Maids alone can't handle everything." So saying, Yojiro, Kira's father, sent a butler. You can't imagine what he would think you "can't handle," but it's not as though you can refuse an appointment directly from the main house. And besides, the butler came in meekly, with his head lowered, and said, "I am Haru Amejiri, and I will humbly serve this house as its butler."

After that, the GM should explain about Haru to the PCs. Let them know that his butler types are Elite and Veteran, and tell them his hair and eye colors.

He also sent a coach that can carry seven (use the Maid Color table to determine its color), and has a driver who shows up when needed.

Next, have all of the PCs introduce themselves.

## Important Points

During the scenario, the PCs will discover the following things about Haru Amejiri. In order to uncover these facts, they'll need to make successful rolls with Skill, Cunning, Luck, etc.

- Actually a woman (Difficulty 8).
- Back is covered with burn scars (Difficulty 10).
- Her hair is dyed black (Difficulty 13), and the real color is green (Difficulty 18).
- The ultramarine color of her eyes is from contact lenses (Difficulty 21) and the real color is cream (Difficulty 25).
- There is a handgun hidden in Haru's room (Difficulty 20), and the Tsukishima crest is carved into the handle (Difficulty 6).
- There is a single photograph set up in Haru's room, showing a 15-year-old Haru and his parents. The PCs will need a result of 12 or better to figure out that the father is Yoichiro Tsukishima. They need a result of 6 or better to notice that the background is this very Tsukishima Villa. However, on the back of the photo it says, "At Tsukishima Villa, with Yoichiro-san and Haru. Shizuku." This is the one and only photo that Shizuku persuaded Yoichiro to let her take.

Each of these has a difficulty listed, but if the current situation makes it weird for the PCs to not figure something out, they can do so without making a roll.

## Progressing Through the Scenario

This scenario covers the day the butler arrives at the villa, and one week after. However, Tsukishima-sama himself will be at school from morning to evening on weekdays. It would take too long to cover all of the maids' daily work for the entire week, so instead pick out one important scene for each day. Also, include the scenes outlined below for each specific day.

### One Day 3 Months Ago

This scene occurs if one of the PCs gets a Skill result of 8 or higher to notice the burn scars on Haru's back.

Come to think of it, there was something in the news about three months ago. The PC remembered it because the unusual family name stuck in her head.

"Next, news of a fire. Yesterday at 11 p.m. there a fire broke out in a home in [redacted], and the house burned to the ground. Shizuku Amejiri perished in the fire, while Haru Amejiri is expected to recover from the burns she sustained within three months. The fire is now completely

extinguished, thought he police have not ruled out the possibility of arson."

If someone asks Haru about it, she'll confirm that it was indeed him.

Furthermore, Yojiro Tsukishima deliberately started this fire to eradicate Yoichiro's illegitimate child.

## The First Day (Sunday)

Today the mansion holds a welcome party for the butler. The GM and players can figure out what kind of atmosphere it has. We recommend the PCs Costume Change into outfits to suit the party (Gothic Lolita Dress, China Dress, Bunny, etc.).

## The Second Day (Tuesday)

Haru wakes up before the maids and prepares breakfast.

"Oh, good timing. Would you mind waking up Kira-sama? Please do it quickly; he mustn't be late for school."

If the PCs overdo it flirting with Kira-sama, he'll be late for school and the teacher will scold him. In this case the maid who did the most flirting (especially if she tried to seduce him) loses 2D6 Favor.

Maids who enter Haru's room and can get a result of 4 or better with Skill, Luck, etc. will notice that the bed is unused. On the first night Haru slipped into Kira-sama's room and got intimate with him, so that they've now seduced each other. From here on the GM will have to keep track of Haru's Favor. If keeping track of the Favor he gets for everything he does, just give him 4D6 Favor per day.

## The Third Day (Wednesday)

If the maids who clean Kira-sama's room can get a result of 6 or better with Skill (or some such), they'll find a test with a really terrible grade under the bed.

"Kira-sama might need tutoring," says Haru. It takes an Affection result of 4 to notice that Haru has seduced Kira-sama. Noticing that Kira-sama has seduced Haru requires a result of 12 or higher. (In fact, Haru herself doesn't realize this).

If one of the PCs dons the "Home Tutor" Costume Change, she'll get an hour alone with Kira-sama each day. If she uses the "Educate" ability, she can get an extra 20 minutes. However, there may be times when the actions of the other PCs (or Haru) prevent her from spending time alone with Kira-sama.

## The Fourth Day (Thursday)

A little after noon Haru says, "I'm going shopping for dinner. Is there anything we need?" Maids who can get an Affection or Skill result of 5 or higher will remember that Kira-sama hates carrots.

If they tell Haru about this, he'll buy some anyway. "The future head of the Tsukishima family can't be going around saying he hates carrots." Haru will proceed to force the carrots on him.



The PCs will have to make rolls with Affection or some such to find a way to make the food taste good.

Furthermore, while out shopping Haru buys poison to put in the soup she intends to serve to Kira-sama for dinner on the fifth day. She does an excellent job of hiding the poison, and it takes a result of 36 to discover it. She hides the poison with scrupulous care, and spends 4D6 Favor to boost her result.

### The Fifth Day (Friday)

Haru helps with preparing dinner, and stealthily slips a white powder into Kira-sama's soup. Needless to say, he does this where Kira-sama can't see. He uses his Intrigue\* Butler Power, so that he won't automatically lose opposed actions, and spends Favor to boost his result and ensure that he successfully delivers the poison.

In other words, if the PCs have any suspicions, the only way they'll be able to prevent Kira-sama from eating the soup is to do something about the seating. On the other hand, maids who disrupt the meal everyone put together with so much effort will lose 2D6 Favor.

Also, remember that Kira-sama and Haru have seduced each other. Whatever the PCs say, Kira-sama will most likely believe Haru instead.

### The Sixth Day (Saturday)

There's no school this day, so Kira-sama will be at the mansion. Haru suggests going for a drive. Kira-sama's state depends on how the situation with the soup turned out:

If Kira-sama didn't have the poisoned soup, he'll be feeling great, and he'll enthusiastically accept Haru's invitation.

If Kira-sama did have the poisoned soup, he'll be doing rather badly, but he'll try as hard as he can to hide it. If the PCs can get a result of 4 or better with Affection (or some such), they'll realize that something is wrong with Kira-sama.

Still, since Haru has seduced him, he'll insist on going for a drive.

The GM can pick a destination appropriate to the season. The car has a row of two passenger seats and a row of three facing each other, so that the PCs can have some time to chat with Kira-sama. On the other hand, Haru will be in the driver's seat, so she won't participate in the conversation.

On the way back, have a scene where everyone watches the sunset together. Kira-sama murmurs, "I wish I could paint a scene like this." This is the first time he speaks of the artistic talent sleeping inside of him. (See his stats).

### The Seventh Day (Sunday)

This is the final day of the scenario. The following scene happens at dinner.

If Kira-sama didn't have the poisoned soup, Haru mutters, "So much for my plan," then says, "I had planned to kill Kira and take over the Tsukishima family."

"I put the drug in the soup, but there were so many other ways I could've done it."

"At this point I'll just have to use my true power." With that, she pulls out her handgun.

If Kira-sama did have the poisoned soup, he'll suddenly vomit blood, and collapse. (At this point he can use his "Blood Ties" Power Source to issue an "I didn't die" Session Order).

Seeing him this way, Haru laughs at him. "Now the Tsukishima family is mine."

Regardless, Haru Amejiri changes into the "Last Boss" Costume Change, and attacks the PCs (Attributes 4/Spirit 15). When he dons this costume, her hair and eyes return to their natural colors, revealing a woman who closely resembles Kira Tsukishima.

At this point the GM should have Haru reveal any of the remaining facts about her and Kira-sama to the PCs before starting the battle. Haru won't be able to use her butler abilities.



ties once she does the Costume Change, but she'll still attack with the handgun marked with the Tsukishima family crest.

Once the PCs defeat Haru, a man appears from behind.

"I had hoped that Haru's ambition would bury Kira, so that I could become the head of the family, but..."

It's Yojiro Tsukishima. He's the one who sent Haru to the villa, and he's the real power behind the events of this scenario.

Being such a gentlemanly villain, he'll explain his plan in great detail, and then become an Ultimate Boss (Attributes 5/Spirit 15) and take on the PCs.

## Epilogue

Kira-sama will use a Power Source to revive Haru. From there you can figure out what happens between them based on how the characters' words and actions play out.

The PC who received the most Favor from the Master gets a small present. Before he enters his schooling to become the head of the zaibatsu and discards his artistic ability completely, he paints a picture of that maid.

"This will probably be my last painting."

The Master seems to be looking at something far away.

"The Tsukishima Zaibatsu is my burden to bear. I don't think I'll have time to play around with paintings."

Kira-sama is starting to accept his future as the head of the family. Things will be all right. You're sure of it.

Scenario By: Dollah Yen

## Secret Base

**Number of Players:** 3-4

**Play Time:** 3-4 hours

**Game Rules Used:** This scenario uses all of the optional rules.

### Summary

One day, someone stole several portraits and coins from the houses of famous people. These things have no particular monetary value, so who could've stolen them? The delusional and selfish Master suddenly takes it into his head to solve the crime. But as the investigation proceeds, it becomes clear that this is the work of children. How can you resolve an incident with no malice behind it?

### Setting

This scenario takes place in a "Contemporary" setting.

### Introduction

The characters in this scenario are ordinary people, and none of them are evil. There is absolutely no fighting, and no one has any such ability (including the upperclassmen who appear at the end).

If the PCs do try to fight, people will respond by avoiding confrontation and calling the police or some such. Please make it clear to the players that fighting simply will not resolve anything in this scenario.

### Master

The Master has an overactive imagination and fancies himself a young Sherlock Holmes. More than once, he's barged in on the scene of a crime and tried to play detective.

A player can go ahead and take the role of the master. It would be best if the master uses correct deductive thinking maybe 1/10th of the time. The rest of the time should be twisted, crazy logic, outrageous conclusions, and deductive thinking taken to bizarre ends. This will probably keep the scenario lively and fun.

An NPC called "M" will definitely show up later. However, if the GM thinks that portraying this character will be a burden, it might be interesting to have her be a player character.

The Master really wants to play Sherlock Holmes, to the point where he forces his delusion on his surroundings. Of course, in reality he has no such talents, but he'll still go off the deep end trying to imitate his favorite detective stories. Despite the fact that he doesn't actually know what he's doing, he thinks he does mainly because things do tend to get resolved, albeit mainly because of his maids.

### "M"

The PCs have a friend called M, a 13-year-old maid. She had a normal upbringing, but her parents died in an accident,

so she currently works as a maid at one of the houses that was robbed.

As it happens, M knows something about the incident. She won't actively take part in the incident, but she'll pretend she didn't see things, and tell small lies to keep secrets.

Having grown up in a normal family and attended a normal school, M is a bit envious of the children who get to play freely, and she likes the feeling of solidarity at being able to share a secret. However, she won't cover for these kids if they cause real harm.

### Progressing Through the Scenario

Someone stole several paintings from the homes of good friends of the Master's parents. These paintings show scenes from the down, and they have no particular monetary value. However, they have great sentimental value to the people who owned them.

And as it happens, M was in charge of cleaning for the houses with the paintings.

The residents don't think M is the culprit, but since they need to do something to cope with the robberies, they consult the Master.

Naturally, he jumps headfirst into his Sherlock Holmes act.

When he begins investigating, it quickly becomes clear that the thief also stole shields, vases, and coins from the same houses.

Like the paintings, none of these items have any real monetary value, and each family is facing the incident in terms of how to best protect themselves. There is no pattern in which houses were affected, though each has a total of 5-6 people, including a married couple, children, maids, and a butler.

The circumstances under which the items disappeared are largely identical too. Although the mansions were properly locked, they didn't have particularly strict security. Afterwards, each mansion was unlocked, and there were no signs of a break-in.

### Information Gathering

#### From the Adults

- The stolen items have little to no monetary value. However, they're all keepsakes of the families they belong to.
- There were no sounds that would've suggested the perpetrators broke open doors, picked locks, etc.
- Some of the houses had visitors, but no more than usual, and none of them were unduly interested in the items that were stolen.
- All of the families have impertinent children who came home late from playing, covered in mud.
- In order to do an experiment at school, they had to carry around a large suitcase. (If they are suspicious of the children).



### From The Butlers

- Because they clean every day, they can describe the day of the thefts in detail.
- The cleaning is always around noon.
- There was nothing unusual on the day of the thefts.
- The keys for the front entrance are in the hands of the owners and butlers, but from within the house anyone could get into any of the other rooms.

### From Townspeople

- Lots of children play together every day. (If they ask if there was anything odd going on in the town).
- It's rumored that someone saw lights in the old abandoned house on the edge of town.
- The children are saying that the house is haunted, and the ghost will put a curse on you if you get too close. (This is a rumor started by the kids to keep people away from their secret hideout).

### From M

- "I didn't steal anything. I don't know anything."
- "The things that got stolen don't have any real monetary value, but I think I heard somewhere that they were all made by the same person."
- "On the day when the things were probably stolen, there were people dressed in black coming and going in front of the house." (The sight of people in black coming and going isn't unusual. It definitely wasn't the same person passing by multiple times).
- M goes on like this, not lying, but not quite telling the truth either.

While the PCs go around questioning people, the children are constantly trying to eavesdrop. The culprits are indeed

the children. They've been playing in an abandoned house on the edge of town, their "secret base."

### The Reason Behind the Theft

A group of kids turned the abandoned house into a secret base, but a group of upperclassmen found out about it and threatened to take over. The upperclassmen have been attacking them (well, harassing them; not anything physical). In order to protect their base, they've decorated it with things their parents told them were "protective" or "good luck charms."

### How Things Were Removed

The children didn't particularly try to hide things as they walked out with them.

Since they can freely come and go from the rooms, they would simply tell lies about needing things for experiments at school.

When the PCs discover the location of the base and try to head there, M will intercept them and say, "The kids really didn't mean anything bad. Please, don't be angry at them."

### Resolution

The PCs can resolve the situation in the following ways:

- Take back the stolen items and bring the base to an end.
- Take back the stolen items, and get the upperclassmen to stop harassing the children.
- Don't bother taking back the stolen items, but get the upperclassmen to stop harassing the children.

If the PCs want to get the upperclassmen to stop, they'll have to negotiate. If the negotiations fail, the base will fall into their hands. (They'll make the case that this isn't something adults should be meddling in).

The upperclassmen are captivated by the idea of having a secret base to play in. That means the negotiations will have



to focus on persuading them to give up on it. If the maids are adults, they can resort to coercion, but the children can be characteristically stubborn and illogical.

The maids, being as powerful as they are, might be tempted to use a show of force, but make sure the players realize that they're dealing with children, who are fundamentally without combat ability. A show of force is one way to end things, though not necessarily in a way the PCs might like.

Also, through all of this the Master will be constantly missing the point, asking questions like he's in a detective story, and running around in pointless circles as he tries to continue his "investigation" (see the random actions table below) even if the upperclassmen take away the kids' base. (In which case they could come to M for help).

If this happens, it will become pretty much impossible to get the base back by negotiation.

The upperclassmen won't respond to coercion or explanations, unless they're pressed a little too far.

## Epilogue

If the PCs get the items returned and get the kids to give up on the base, the town will order the abandoned house demolished a few days later. The parents didn't want to let their children play in such a dangerous place. The kids will be angry for a while, and then mope for a bit.

If the upperclassmen give up, the base will remain. The kids will look up to the PCs who helped them as "saviors."

Regardless, if the PCs bring back the stolen items, the families will thank the PCs. The PCs will likely become much more highly regarded around town.

Scenario By: Funkorogashi #2

## Master Random Actions Table (1D33)

1D33: Roll 2 dice, divide the results of each by 2 (round up), and have one be the tens digit and the other the ones digit to produce a number from 11 to 33.

### Roll Action

11 The Master barges into the house of someone who he doesn't know and has nothing to do with the case without permission, and gets yelled at (1D6 Stress).

12 The Master follows a sound of footsteps, and gets caught up in a massive dispute between cats who can talk like people.

13 While walking through an alley, the Master comes across suspicious-looking men illegally selling paintings.

21 The Master is walking along examining the ground at his feet with a magnifying glass when he stumbles into an eating contest and they force him to participate.

22 When the Master heads to the park to search for clues, he gets caught up in a lover's quarrel, and they ask him to figure out who was in the wrong. Needless to say, they both insist they did nothing wrong.

23 The Master sees something that looks "suspicious," and heads into a fish store that's having a massive limited sale. He gets shoved around by countless old ladies, and takes 1D6 Stress.

31 The Master tries to question a plainclothes police officer on a stakeout. The distraction lets a criminal get away, and the Master is forced to help pursue.

32 The Master comes across a stallholder selling lots of painting and coins. He finds this very suspicious.

33 Based on what he heard from someone, the Master sets his sight on the home of a lone elderly person. He winds up hearing that person's sad personal history at great length.

## Until the Master is Born!

**Recommended by Ryo Kamiya Himself!**

**Number of Players:** 3-4

**Play Time:** 3-4 hours

**Game Rules Used:** This scenario uses all of the basic rules except for Random Events.

### Favor

There is no Master in this scenario, so the PCs will have to use seduction to gain Favor. Also, the character with the highest Affection can gaze at the portrait once a day to gain 2 Favor.

### Summary

The “Tea King,” Sir Lepton, sleeps eternally. The news spreads through England like wildfire, and his mansion and all of his assets will soon become someone’s inheritance. His adopted daughter Natalie sinks into an abyss of grief. Julio, Sir Lepton’s real son, has come to claim the inheritance as his own. With Julio intent on taking the mansion, what will become of Natalie and the maids?

### Introduction

This scenario begins with no Master present. As the story unfolds, the deceased Master’s son is trying to seize his father’s inheritance. Natalie, who came to the mansion as Sir Lepton’s adopted daughter, simply wants a quiet life in the mansion. However, Julio comes with his lawyer in tow, and makes his case for the inheritance. There are no inconsistencies in Julio’s claim, so it’s important for the GM to make sure that Natalie is the more sympathetic of the two.

Also, although we created Julio using the master creation rules, he is not the formal master of the mansion, and thus he cannot use any Power Sources.

### Setting and Mansion

This scenario takes place in early 18th Century England, at the dawn of the Industrial Revolution.

The mansion is a testament to the “Tea King” George Lepton’s tremendous commercial success. In the main reception there is a massive portrait on him.

### Lepton House

**World:** Fantasy

**Mood:** Light

**Appearance:** Special

**Main Colors:** Blue, Green (with touches of yellow)

**Special Facilities:** Private Army, Medical Room

**Encounter Table:** Not used

### “The Tea King” Sir George Lepton

George was born in the village of Welwin on the outskirts of London. In the Spring of his 25th year, he and his wife, with

a mere £100 to their name, moved into the city and started a grocery store. Business improved bit by bit, and George kept busy. From there he founded the Lepton Tea Company, and with his fortunes rising he hired his longtime employee Adolph Dumas as the butler of Lepton House.

For a time it was smooth sailing for George. However, misfortune did finally strike. His beloved wife Mary gave birth to his son Julio, but her health failed afterwards, and she passed away. George dealt with his grief by throwing himself into his work. With Adolph at his side, he finally made the Lepton Tea Company known worldwide.

George had a fateful encounter when he was 57 years old. Her name was Maria Morrow. Adolph hired her as a maid to assist the busy head of the house. George had had nothing but work in his life, yet she fascinated him. She told him of the trendy gossip magazines, the scenery of the everyday lives of the townspeople, the stories of God she’d heard in church, and so on, and for George it was a welcome respite from his work. That was how George came to realize that his climb to wealth had caused many people to suffer. He decided to make major changes to his business, to help the people around him. However, Adolph strongly opposed this plan. He was jealous of Maria, and fired her without George’s permission. Then, Adolph left George himself.

After that, George entrusted the Lepton Tea Company to his son Julio, and set about using his fortunes for philanthropic works. Somewhere along the line people started to call him “The Tea King, Sir George Lepton.” Many years later, he encountered a lone girl in St. Alvin’s orphanage. Her name was Natalie Morrow. It was as though Maria had returned to this world. He raced through the formalities and welcomed her into the Lepton family.

The scenario begins with most of the above back story still hidden. Once things start moving, this past history will become extremely important. The PCs will be finding things that bring this history to light as they search the mansion. These will also provide proof that Natalie is indeed the rightful heir.

### Natalie Lepton

Natalie is George Lepton’s adopted daughter. She doesn’t know about her own true heritage. During the scenario the maids will no doubt have to protect her. However, the maids’ master is still Sir George Lepton, so we have created Natalie using the rules for maids.

**Maid Type:** Pure/Heroine

**Maid Colors:** White Dress, Blue Eyes, Black Hair

**Attributes:** Athletics 1, Affection 3, Skill 0, Cunning 1, Luck 2, Will 2

**Maid Special Qualities:** Quiet, Shy

**Maid Weapons:** Vase

**Maid Roots:** Orphan

**Maid Powers:** Bonds of the Heart

**Stress Exploitation:** Seclusion

**Sample Dialogue:** “I think it’s just as my brother says.”  
“No, I don’t have the right...”



"I guess I just don't want you all to be sad."

Natalie is a young girl that the now departed Sir George Lepton adopted from an orphanage. He had departed from the financial world, and he and his maids poured affection on the young girl. Seven years passed in the mansion, but the sudden death of Sir Lepton wounded her deeply.

At the beginning of the scenario, George told her how he wished the inheritance to be divided, as explained below. She seeks the maids' help in making sure his desires are carried out.

- Julio Lepton, the older brother, is to receive one third of the family's assets, the title of baron, and the Lepton Tea Company.
- Natalie Lepton, the younger sister, is to receive one third of the family's assets, and Lepton House.
- The remaining third of the assets will be used to start a foundation for underprivileged children.

## Maria Morrow

Maria worked at the mansion for over 16 years. She is Natalie Lepton's mother, and has many close memories with Sir Lepton. However, no one knows that she is actually Natalie's mother. As such, Maria should not become necessary for this scenario.

### Julio Lepton (Age 41/Male)

**Master Type:** Noble

**Master Colors:** Brown Hair, Blue Eyes

**Attributes:** Athletics 3, Affection 0, Skill 1, Cunning 2, Luck 2, Will 1

**Master Special Qualities:** Obsessive-Compulsive, Family Hate

**Power Sources:** Assets, Talent

**Favorite Maid Type:** Sexy

**Stress Explosion:** Complaining

**Sample Dialogue:** "If you're not going to listen to my orders, get out of my sight!"

"You don't know a damn thing about me."

"If you're quite done, you can go."

Julio, the son of the "Tea King" George Lepton, is presently making his name in the financial world as the general manager of the Lepton Tea Company. He has a gentle and honest character, which is highly regarded in the financial world. However, somehow these traits just don't show through when he deals with Natalie.

## Lawyer

### Adolph Dumas (Age 35 /Male)

**Butler Type:** Elite/Shadow

**Butler Colors:** Dark Gray Suit, Orange Eyes, Blonde Hair

**Attributes:** Athletics 6, Affection 3, Skill 5, Cunning 6, Luck 2, Will 9

**Butler Special Qualities:** Narrow Eyes, Emaciated

**Butler Weapons:** Devil Power, Beam Attack

**Butler Roots:** Ambition

**Butler Powers:** Intrigue, Now You See Him

**Sample Dialogue:** "Well, I don't see a problem." "I have nothing to say to you." "If you have business with me, look me in the eye when you speak."

Adolph was once the Leptons' butler. He loved George and Mary, and he believes that their inheritance should belong to their son, Julio. However, when Maria became an obstacle, he began to feel the limitations of his post as the butler. Although he worked for the Lepton Tea Company, he fired Maria, and later she disappeared completely. After that he made a pact with dark forces, and gained eternal youth and the power to find the weaknesses in people's hearts.

Decades later the Tea King George Lepton went on to his eternal rest, and on that very day Adolph came to the mansion as Julio's lawyer. He reads an older version of Sir Lepton's will, and claims that Julio is the rightful heir to the entire estate. At this point, Julio is now well under Adolph's control.

## Prologue

Now, let's begin the story. First, the GM should read the paragraph below to introduce the scenario to the players.

It is the beginning of the 18th Century, in London, England, at the end of the Renaissance and the dawn of the Industrial Revolution. You serve in a refined Gothic-style mansion that rests on a small hill facing the Thames. One night you are idly passing the time, unable to sleep. The life of the great Master of the house draws to a close. When he takes hold of his daughter's hand, and makes to speak to her, he lets out a small sigh. George Lepton, the Black Tea King, sleeps eternally. The next day the nest spreads across the nation like wildfire.

The GM should also explain the following to the players:

- The Lepton Tea Company is a massive enterprise founded by George Lepton and now under the control of his son, Julio Lepton.
- After his retirement, George Lepton began all manner of charitable works, and even went so far as to adopt an orphan girl named Natalie as his daughter. (Don't give away too much about the relationship between George and Natalie).
- Julio Lepton is a gentle person, and highly regarded by the servants of the mansion.

Several days ago he went to see "an old acquaintance" and has not yet returned.

The scenario begins on the night George Lepton passes away. The maids were simply waiting outside his bedroom. Before long the door opens and the doctor steps out. He reports the time of death to the maids and leaves. A tearful Natalie beckons the maids into the bedroom. She reads his will to the maids, and asks them to help her. However, after

that she hurries back to her own room without saying any more.

George adopted Natalie from an orphanage as a young girl, and she loved him very much. When she gets back to her room she flings herself at her bed and starts crying in earnest. In terms of the rules, she has in effect taken 30 Stress (10 more than her Spirit), and thus she'll enter her Stress Explosion (Seclusion) for 30 minutes of real time. If one of the PCs tries to seduce her at this point, she'll try to resist with her Cunning.

As the night stretches on, it's time to move on to the "The Will" event.

## The Will

Early the next morning, Julio finally returns to the mansion, with his lawyer Adolph in tow. Julio listens to the news of his father's death without any change in his expression, and then insists that Natalie and all of the servants gather to hear his announcement. Once everyone is assembled, Adolph reads George's will. It states that, "Julio is my sole heir, and all I bequeath all of my assets to him." Adolph goes on to explain that an officer of the court will come to the mansion in three days to render judgment on the matter. When Adolph finishes his explanation, Julio explains further.

"I want to make it perfectly clear, when I get my inheritance I intend to sell this mansion. You'd all best think carefully about what you intend to do after that. If you have any objections, arbitration will take place in 22 days."

That said, Julio and Adolph leave the scene.

"It's because I was adopted..."

So saying, Natalie returns to her room. From there, a funeral service is held at the nearby church. Once George Lepton's remains are buried on the mansion's grounds, Julio returns to the company, but Adolph stays at the mansion. The GM should explain the situation, and then the time moves on to the evening.

## Progressing Through the Scenario

From here, the PCs can do as they please during the 3 days until the officer of the court comes to the mansion. Julio will be at the company all day, so he'll only be at the mansion at night. Adolph on the other hand will be in the mansion's office all day sorting through papers for the inheritance. The GM should keep track of time while the PCs investigate. (See below for details on the various rooms). It might be a good idea to sketch the layout of the mansion and the important rooms ahead of time to make things go more smoothly (but don't include the underground archive).

When the PCs search inside the mansion, have them make Luck rolls against a difficulty of 4. If they fail, they run into Adolph. If he is certain he has one of the PCs alone, he'll try to use his Cunning to seduce her. If he succeeds, he'll use the seduced maid to interfere with Natalie and the other maids. Needless to say, he'll give her Favor for doing so. If the PCs are not alone, he'll tell the one with the lowest Favor, "Come

see me in the office," and leave. He'll then try to seduce her, though he won't seduce more than two PCs at a time.

If Natalie learns of her heritage - which makes her a rightful heir - move on to the "Adolph the Lawyer" event. If the officer of the court shows up before the PCs can obtain proof, they'll get the bad ending. That means that Julio and Adolph will get the inheritance, and Natalie and the maids will lose the mansion.

Also, Natalie has made a habit of going to a large public bath in the evenings. When she does go, she will always invite one of the PCs (though she wouldn't mind if more came along). This is the best time to help her deal with the trauma she's been facing.

## Natalie's Room

Unless she has something specific to do, Natalie will stay in her room. Although she cannot deny the existence of the written will, she cannot forget her father's last words. However, she knows she's George's adopted daughter, and she believes she must obey the terms of the will. Right now she just doesn't have the strength to contest the matter.

She feels the foundations of her life falling away, and what she really wants is for someone to seduce her. However, if none of the PCs try to seduce her, she'll try to seduce one of them with her Affection.

## Julio's Room

At night Julio comes back from the company and rests in his room. If any of the PCs try to visit him, he'll harshly reply, "I don't want to see anyone right now. Go away." However, when they're making to leave the room he adds, "Adolph is dangerous. You should leave here as soon as you can," with a troubled expression.

If they enter the room while Julio is out, the PCs will find a rough sketch of the mansion spread out on the desk. This is probably part of his preparations to sell the mansion. If the PCs examine it more closely and can get a Cunning result of 6 or better, they'll realize that it points to an underground room they never knew about before.

## Master Bedroom

This is where George Lepton spent his final moments. If the PCs search it and can get an Athletics or Cunning result of 8 or better, they'll find the former Master's most recent diary, and a sealed letter for Julio. In the diary George writes about how he's realized the truth of his imminent death.

"It seems this morning will be warm. Eating was difficult. I'll see Mary and Maria soon. I hope they're getting along in heaven."

"Today my back is terribly painful. I do not fear where I must go, but I worry about what fate awaits Natalie. I hope Julio can handle things, but I have prepared my will just in case."

The letter for Julio is sealed with wax, and it contains a key to the mansion's underground archive. If someone delivers the letter to Julio, he'll quickly break the seal and skim

through it. Then he'll give the letter and the key to one of the PCs, saying, "Please take care of this."

The following is written in the letter:

"To my dear son Julio. The fire of my life is fading fast. I have no regrets for myself, but I do worry about Natalie. I don't think there should be any problems with the inheritance, but I have prepared a new will just in case. This new will is in my Bible. Also, here is the key to the underground archive. Please, take good care of Natalie. From your father George."

So, the former Master explains that his revised will is in his Bible. Unfortunately, that Bible was rested on the chest of Sir Lepton's corpse. If the PCs want to go get it, they will get Natalie's blessing. However, Adolph already has the Bible.

## The Study

The former Master left a considerable amount of papers in this room. If the PCs search this room and can get an Athletics or Cunning result of 8 or higher, they'll find the papers for Natalie's adoption.

"Natalie Morrow was admitted to St. Alvin's orphanage, following the death of her mother, Maria Morrow, this Year of Our Lord, 1718."

"Sir George Lepton has agreed to adopt Natalie Morrow as his own daughter. Year of Our Lord 1726, St. Alvin's Orphanage."

## The Office

If the PCs enter the office, have them make a Luck roll against a difficulty of 8. If they succeed, Adolph will be elsewhere. If they fail, he will be there, in the midst of sorting out the papers for liquidating George Lepton's assets. If only one of the PCs comes in, Adolph will advance on her and use his Cunning to attempt to seduce her. If he succeeds, he'll have her interfere with Natalie and the other maids. However, Adolph will not seduce more than two PCs total, and if he has already ensnared two he'll chase her away instead.

There is also a list of all of the prior servants here. If the PCs are lucky enough to come where while Adolph is out and search the room, they'll find this list and an old photograph. The list includes "Adolph Dumas 1680-1717" and "Maria Morrow 1715-1717."

The photograph shows the former Master (at age 44), Julio (age 12), and Adolph (age 35). On the back it says "April 16, 1704. In front of the Lepton Tea Company." The Adolph in the picture looks exactly the same as the one the PCs have to contend with in the present.

## The Chapel

A short distance from the mansion proper is this small chapel set up by George Lepton. If the PCs go there, they'll find Adolph there offering prayers for George. When they arrive, he stops and makes to leave.

As he leaves, however, he suddenly calls the name of one of the PCs. She notices the shadow he casts in the light that suffuses the chapel. It's distorted, to the point where it

scarcely looks human, and it fills her with fear. The Bible in his right hand seems to shine for just a moment, and his shadow returns to normal. Adolph casts a doubtful look at the Bible, and leaves. That maid gets a new Special Quality, "Adolph's Shadow," which gives her a -1 penalty to the die roll for actions regarding Adolph.

## The Underground Archive

Ordinarily, none of the servants would know about this room, and they cannot enter it without the key. It contains countless unused old books and company records. Due to the sheer volume of materials here, it would be very difficult for any one person to search through it all. If the PCs can cooperate and get a total result of 25 with Athletics, Skill, or Luck, they'll find one of George Lepton's old diaries. In it he recorded everything up until Natalie's adoption. In particular, it records how Adolph fired Maria from the mansion, and how George was in fact Natalie's real father. This proves that Natalie is very much a rightful heir.

## Adolph the Lawyer

By the time the PCs have related everything they've learned to Natalie, it's become quite dark outside. When Natalie understands the circumstances of her own birth, she speaks intently to the PCs:

"I thought because I was adopted, I should always assume my brother is right. But, that's wrong. This mansion is so full of all of our memories, and I want to protect it... Please, I need your help."

When she's gained the PCs' assent, she continues:

"I have to tell father. Will you come with me?"

So saying, she heads for the chapel. This is the climax of the scenario, so make sure all of the PCs come to the chapel. As they draw close, they can hear pipe organ music from inside. The moment Natalie enters the chapel, the performance comes to a halt, and the performer slowly turns around. The moonlight that fills the chapel shines on Adolph Dumas' face. He gets to his feet and pulls a letter out of the Bible.

"This must be what you've been looking for... George became quite the man of faith under Maria's influence. A shame, really. Did he mean to take his fortune with him to heaven, or did he simply forget? Well, unfortunately I can't let you have this. George and I built up the assets of this house from nothing! Yes! In order to protect what he built, I have sold my soul to the devil himself!"

As Adolph finishes his speech, all of the candles in the chapel suddenly ignite.

"As things stand Julio will inherit everything. But you, you know too much. I'm afraid it's all over for you."

There is a piercing glow from Adolph's eyes, and he seems to grow larger. His shadow distorts, and covers the walls. However, just as an unnatural fear creeps over the PCs, the Bible shines brightly. Adolph's face twists in pain, and he attacks the PCs (Attributes 4/Spirit 15). At this point any PCs who Adolph seduced will take 2D6 Stress, but will be released from the seduction. Also, if one of the PCs got the "Adolph's

Shadow" Special Quality, she will lose it now. Once the PCs manage to defeat him, it's time for the epilogue.

#### Epilogue

With Adolph defeated, Natalie picks up the Bible. The dedication in it reads, "To my beloved George, from Maria." There is also a new will in it, the terms of which are just as George related to Natalie on his deathbed.

Julio returns to his senses too, and the arbitration goes off without a hitch. Once the paperwork for the inheritance is set in motion, a more mature Natalie gives each of the PCs 4D6 Favor. She has become the PCs' Master at long last.

What comes next is up to the GM. Let each character have a suitable ending.

Scenario By: Paul

