

# MAID

*The Role Playing Game*





## Credits

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**Maid: The Role Playing Game (Japanese Ed.):**  
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**Maid: The Role Playing Game (English Ed.):**  
[Ewen Cluney](#) and [Kuroneko Designs](#).

## Disclaimer

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## Version

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## Note

These rules add-on to the basic Maid RPG rules, so the [Maid RPG](#) book or pdf is needed to play. So go [buy it](#)! It's awesome! Seriously.

## Coming Next:

**PANTY EXALTED PERFECT**

Exalted Rules for [Atarashi Games'](#)

[Panty Explosion Perfect](#)





## Intro

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Maid: Exalted Edition is an add-on supplement for [Maid: The RPG](#) created to facilitate using the Maid RPG rules with the Exalted setting. For the most part, this is done simply with replacement tables for the ones featured in the original book. Thus, Maid: Exalted Edition requires the [original Maid: The RPG](#) book to play. So [buy it](#). It is all kinds of [good](#).

If you have no idea what the heck Maid: The RPG is, I suggest reading [the TV Tropes page for the game](#). After all, the Maid RPG is basically a game about anime tropes. Quite fitting, and a little bit shameful, that it is the first tabletop RPG from Japan to be published in the US. But trust me, it's a lot less perverted and a lot more awesome than you think.

Note: A basic assumption in these rules is that Maids are never Exalted in their own right but they're always heroic or extraordinary beings of some kind. However, it can be arranged differently for your own games as the rules are wonderful loose. Additionally, mansions

in Maid: Exalted Edition are all manses. Finally, if you want a more controlled or narrative game, feel free to let the players choose their traits. Just be warned, doing this removes a good portion of the random fun.

And credit where credit is due. The Maid: Exalted Edition rules were originally created [here](#). I just cleaned them up a bit, added a few details, PDFized, and wikied them up.

## For The Guys

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If you don't want to play a female character like a maid or don't want to take the Actually a Guy attribute to play a crossdresser, likely cause you aren't totally secure in your masculinity, you can play as a butler as detailed in the core Maid RPG book on page 49. However, butlers are not nearly as fun to play. So the English translator of the Maid RPG, Ewen Cluney, created rules for [stewards](#), which are more like maids and thus more fun. Ewen's [blog](#) has more [additional rules](#) if you're interested.



## Replacement Tables

### Maid Origins (roll 1d66 once)

Roll	Origin	Description
11	Elemental	You're a lesser elemental spirit. Roll 1d6 to select the element (1: Earth, 2: Air, 3: Water, 4: Fire, 5: Wood, 6: your choice). You can change one of your three colors to "White", "Blue", "Red", "Green" or "Black".
12	Goddess	You're a full-fledged Small God of something relevant (maybe even the Small God of the Manse itself!), or you became a Small God either after death or from increasing your Essence.
13	Demon	You're a demon of the first circle who was summoned (by the Master, by some crazed Yozi cult, etc), or arrived in Creation in some other way. You can change one of your three colors to "Green", "Metallic" or "Transparent/Rainbow".
14	Ghost	You're a Ghost, possibly haunting the mansion or the Master because of some kind of unresolved passion or fetter from when you were still alive. You can change one of your three colors to "White" or "Black".
15	Golden Daughter	You're a Solar Half-Caste. You can change one of your three colors to "gold".
16	Moon-Born	You're a Lunar Half-Caste, the (entirely human, save for maybe some minor animal traits) offspring of a Lunar Exalted. You can change one of your three colors to "silver".
21	Star-Blessed	You're a Sidereal Half-Caste. You can change your eye color to either "Yellow", "Blue", "Red", "Green" or "Purple".
22	Shadewalker	You're an Abyssal Half-Caste. You can change one of your three colors to "Black" or "White".
23	Dragon-Touched	You're an unexalted daughter from one of the great houses of the Realm, of one of the five gens of Lookshy, or some other dragon-blooded dynasty. You can change one of your three colors to "White", "Blue", "Red", "Green" or "Black".
24	Dragon Queen	You're one of the Dragon Kings, a race resembling sentient dinosaurs. You may or may not have memories of previous lives. (1: Mosok, 2: Pterok, 3: Raptok, 4: Anklok, 5: roll again, 6: the mythical Brontok/ Tricerok/etc?)
25	Green Sun Spawn	You're an Infernal Half-Caste. You can change one of your three colors to "Black", "Red", or "Green".
26	Elemental-Born	You're the God-Blooded daughter of a powerful elemental. Roll 1d6 to select the element (1: Earth, 2: Air, 3: Water, 4: Fire, 5: Wood, 6: your choice).
31	God-Blooded	You're the daughter of a powerful god of some sort.
32	Wyld Mutant	You've gained mutations thanks to exposure to wyld energies.
33	Ghost-Blooded	One of your parents was a ghost that, through some near-forgotten art, mysterious blessing or great deed of love, managed to procreate with a human partner. You can change one of your three colors to "White" or "Black".
34	Fae-Blooded	You're the daughter (more or less) of a Raksha, and can manifest strange and possibly creepy glamour-based powers. You can change one of your three colors to "Transparent/Rainbow".
35	Jadeborn	You're one of the Mountain Folk. You previously lived underground and found





		your way up... for some reason. (1–2: Artisan, 3–4: Worker, 5–6: Drone).
36	Jade–blooded	You’re the child of a Mountain Folk and a Human or Spirit.
41 to 43	Beastwoman	You’re the wyld–touched offspring of a Lunar Exalted, and carry some bestial traits inherited from his totem animal. Basically, you’re a kemonomimi.
44	Underperson	You are of one of the Underpeople. Your people have lived under ground so long that they have adapted to the environment. Underpeople have loose skin, pale complexions, the ability to see in the dark, and generally make war against the people above. What are you doing up here?
45	Demon–Blooded	One of your parents was a demon. Possibly summoned to creation by some horny sorcerer for exactly that purpose.
46	Automata	You’re not actually entirely human, but rather a marvelous first age automata, or something like that. Those whacky Twilights, what will they think of next?
51	Ata Beast	You’re not really human at all but a sentient animal of some sort.
52	Relic Race	You’re one of the few survivors of one of the artificially engineered races that the Solars created in the First Age. Roll 1d6 (1: Person of the Air, 2: Person of the Sea, 3: Person of the Earth, 4: Dune Person, 5: Tree Folk, 6: Herd Guardian).
53	Djala	You’re a Djala. Short, hairless, cute and panda–spotted.
54	Lintha	You’re a Lintha, a descendent of humans who bred with an ancient race of primordial origin. Your extended family is composed of cut–throats pirates and smugglers. Fun!
55	Autoland Hero	You were actually born and raised in Autochthon and now are in Creation for some bizarre reason. You might have mechanical implants on your body and are generally considered weird by everyone else.
56	Polar Mutant	You’re a mutant affected by the radiation of Autochthon’s elemental poles. Roll 1d6 (1: Arcspawn, 2: Ashbreather, 3: Glass Walker, 4: Oilkin, 5: Steamblooded, 6: Blightborn)
61	Extra–canonical	You’re something totally unexpected and out there. You may be a Nightkin (the child of a <u>Nocturnal Exalted</u> ), a lost traveler from the World of Darkness, or a sentient potato. Anything goes, with your fellow players’ permission of course.
62 to 66	Creation Hero	You’re a normal Heroic Mortal (which makes you automatically very not normal). Actually, considering that it’s Exalted we’re talking about, this is about as surprising as anything else.

## Maid Special Qualities (roll 1d66 once)

Roll	Special Quality
11	Glasses
12	Freckles
13	Sickly
14	Quiet
15	Easy–going
16	Neat Freak
21	Shy



22	Actually a Guy
23	Overactive Imagination
24	Greedy
25	Princess
26	Armor
31	Outlandish Looks
32	Martial Artist
33	Tsundere
34	Violent
35	Walking Encyclopedia
36	Magitech Implants
41	Clumsy
42	Artist
43	Unusual Skin Color
44	Uniform* (tights, china dress, barbarian fashion, bondage, miniskirt, kappougi)
45	Symbol* (skull, dragon, celestial symbol, star, elemental symbol, animal)
46	Delinquent* (cigarettes, tattoo, sunglasses, bad expression, piercings, rough speak)
51	Accent* (country, gentleman, broken, speech pattern, knight, foreign accent)
52	Hairstyle* (long ringlets, dumplings, mesh, curly hair, one eye hair, antenna hair)
53	Accessory* (collar, large ribbon, spikes, chains, black leather gloves, familiar)
54	Relationship* (sibling, childhood friends, mentor, friendly rival, ex-lover/love rival, vengeance) or Perversion* (nymphomaniac, sadist, masochist, strictly heterosexual, likes them young, exhibitionist)
55	Criminal Tendencies* (killer, pyromaniac, kleptomaniac, addict, otaku, stalker)
56	Injury* (patchwork, one eye, burns, whip scars, bandages, blind)
61	Tragic Love* (separations, lover died, killed your lover, former prostitute, betrayal, stalker damage)
62	Dark Past* (former delinquent, former killer, amnesiac, bad reputation, wanted, runaway)
63	Trauma* (suicide attempts, killed your parents, saw parents die, sibling hate, family breakup, abusive parents)
64	Secret Job* (assassin, spy, scientist, doctor/pharmacist, doujin artist, artisan)
65	Membership* (the guild, elemental court/celestial hierarchy, evil cult, immaculate order, shadow clan, government official)
66	Expert Thaumaturge* (cultist, savant, scavenger lord, shaman, alchemist)

## Maid Weapon Table (roll 1d66 once)

Roll	Weapon
11	Mop/Broom
12	Frying Pan
13	Vase/Bottle/Pot/Book/Improvised Weapon
14	Furniture
15	Hand-to-Hand/Unarmed (includes Cesti/Smashfists and Iron Boots/God-Kicking Boots)
16	Paired Martial Arts Weapon (like Tiger Claws/Razor Claws, Khatars, etc)
21	Metal Pipe/Nail Bat



22	Staff/Wooden Sword/Training Weapon
23	Knife (normal or throwing)
24	Straight Sword/Daiklave
25	Greatsword/Grand Daiklave
26	Slashing Sword/Reaper Daiklave
31	Chopping Sword/Reaver Daiklave
32	Paired Swords/Daisho/Paired Short Daiklaves
33	Glaive/Polearm/Direlance
34	Axe/Grimcleaver
35	Great Axe/Grand Grimcleaver
36	Scythe/Grand Grimscythe
41	Mace/Hammer/Goremaul
42	Tetsubo/Sledgehammer/Grand Goremaul
43	Chain/Direchain
44	Nunchaku/Seven-Section Staff/Serpent Sting Staff (can be disguised as a broom)
45	Chakram
46	Boomerang/Skycutter/Typhoon Wheel
51	Bow/Powerbow
52	Crossbow
53	Firewand/Flamepiece/Alchemical Flame Weapon
54	Essence Discharge Weapon (like Concussive Essence Cannons)
55	Magitech Weapon (Force-Projection Pike, Essence Lash, Fire Lance, Power Mace, etc.)
56	Weird Weapon (like Chakar, Hand Needle, Kama, Tonfa, Urumi, Bladed Yo-Yo, Spread-The-Water Knife a.k.a Klingon Bat'leth, etc.)
61	Non-weapon tool (like Shovel, Pick-axe, Gardening Tools, Wrench, etc.)
62	Insults (or other Social-Combat-like action, like intimidation or crying)
63	Out-Of-Setting Weapon (Ak-47, Excalibur, Phaser, Lightsaber, Chainsword, Bolter, Anduril, et cetera. Assume you found it in the Wyld or something.)
64	Legendary Artifact Weapon (like the Daiklave of Conquest, the Soul Mirror, the Eye of the Fire Dragon, et cetera. This gives you no bonus. You need not explain why you have it. It can also be a non-weapon artifact, like hitting people in the head with the Eye of Autochthon.)
65	Choose a Terrestrial Martial Art from an Exalted book and use any of its form weapons.
66	Your choice of weapon

### Random Event Table (roll 1d66 once)

Roll	Event
11	Rogue Small God(s) stirs up trouble!
12	Wyld Hunt!
13	An emissary from a distant city/nation visits the Exalted Master!
14	Found a McGuffin in the basement (or some such)!
15	An army appears in the distance, marching towards the Manse!
16	A Yozi Cult is planning something evil!
21	The Manse is suddenly surrounded by the Wyld Bordermarches.
22	Mad Twilight/Daybreak scientist appears!
23	Legendary Exalted thief leaves his card, proclaiming that he will steal a precious artifact from



	the Manse tomorrow!
24	Bandits attack!
25	Gender swapping artifact accidentally activated!
26	Demon outbreak!
31	Emissary of a Deathlord arrives!
32	Exalted Rock Band in town!
33	Zombies!
34	Ninjas!
35	Robots! Autochthonians?
36	Pirates! Lintha?
41	Dinosaurs! Dragon Kings?
42	Two of the above!
43	Rampaging behemoth! Or, possibly, more than one!
44	Manse chosen as a meeting place for a conference!
45	Mystery happens. (Anything from a murder mystery to "who ate the slice of cake I've been saving for tonight?!") This calls for an investigation!
46	A Celestial Audit is called on the master or on one of the maids!
51	Fair Folk cause trouble!
52	Marauding barbarian tribe assaults the Manse!
53	Ma-Ha-Suchi Appears!
54	Stray Beast of Resplendent Liquids (or another weird-ass First Age thing) found near the Manse!
55	Lookshy attacks!
56	Demon attack!
61	Greater celestial god / Incarna visits the Manse!
62	Exalted Master gets drunk/smashed!
63	Guild caravan arrives at the Manse!
64	Exalted Master Limit Breaks!
65	Obligatory cute thing appears, all hostilities and other events grind to a halt!
66	ROLL TWICE! Two events at one!



## Exalted Master Creation

It is generally assumed that you will play Maid RPG: Exalted Edition as a spin-off of your campaign, so your Exalted player characters (either one of them, or all of them) will be the Exalted Masters.

If you use your Exalted PCs as Masters, decide whether to rotate between them, or using all of them together as multiple masters. If you need to roll a random Exalted Master, use those tables in place of the standard Maid RPG tables.

Unlike a regular Master, an Exalted Master has higher attributes, on par of those of maids. No, it's not weird at all for a regular maid to be on the same power level with an elder Celestial or a Deathlord – remember what RPG you're playing!

Exalted Masters can manifest their own powers, but have no access to Maid Powers. However, they start with 3 Power Sources: 2 randomly rolled, and 1 determined by their type. Maids can, however, hijack those resources, by defeating their Exalted Master in a contested check. They cannot hijack the last Power Source left to a Master, however.

### Exalted Masters (roll 1d6)

Roll	Master
1 to 2	Single Master (generate a single Exalted Master. The Master lives alone, save for his or her maids, in the Manse, and has no companion)
3	Perfect Circle/Fellowship (roll for Exalted Type until you roll an Exalted, and build a perfect circle with one member per caste)
4 to 6	Mixed Circle (roll up 1d6+1 Exalted Masters, with a blatant disregard for coherency and common sense)

### Single Exalted Master Type (roll 1d66)

Roll	Master
11 to 14	Solar Exalted. (roll 1d6: 1: Dawn, 2: Zenith, 3: Twilight, 4: Night, 5: Eclipse, 6: Reroll)
15 to 22	Lunar Exalted. (roll 1d6: 1–2: Full Moon, 3–4: Changing Moon, 5–6: No Moon)
23 to 26	Abyssal Exalted. The Manse might be in a Shadowland or in the Underworld. (roll 1d6: 1: Dusk, 2: Midnight, 3: Daybreak, 4: Day, 5: Moonshadow, 6: Reroll)
31 to 42	Dragon–Blooded. (roll 1d6 for aspect: 1: Earth Aspect, 2: Air Aspect, 3: Fire Aspect, 4: Water Aspect, 5: Wood Aspect, 6: Reroll but assume they are a Dragon of another Color) (roll 1d6 for birthplace: 1–3: Realm, 4–5: Lookshy, 6: Outcaste)
43 to 44	Infernal Exalted. The Manse might be in Malfeas. (roll 1d6: 1: Slayer, 2: Malefactor, 3: Defiler, 4: Scourge, 5: Fiend, 6: Akuma)
45 to 46	Alchemical Exalted. The Manse might be in Autochthon. (roll 1d6: 1: Orichalcum, 2: Moonsilver, 3: Starmetal, 4: Jade, 5: Soulsteel, 6: Adamant)
51 to 52	Greater God. The Manse might be in Yu–Shan.



53 to 54	Greater Elemental. (roll 1d6: 1: Earth, 2: Air, 3: Fire, 4: Water, 5: Wood, 6: Reroll)
55 to 56	Third Circle Demon. The Manse might be in Malfeas.
61 to 62	Deathlord. The Manse might be in the Underworld.
63	Fair Folk. The Manse might be in the Wyld. Have fun.
64 to 65	Solar/Lunar Couple (roll 2d6 twice to determine both castes as per above. Counts as a single character for Mixed Circles)
66	Something else! Go crazy!

### Exalted Master Age (roll 1d6)

Roll	Age
1 to 2	Child (apparent age: 9+1d6. The Master Exalted at a very young age and still knows little of the world.)
3 to 4	Young (apparent age: 12+2d6. The Master is a young man or woman who Exalted recently and came into possession of the Manse.)
5 to 6	Mature (apparent age: 20+1d6. Either the Master is an elder Exalted, or he Exalted at an older age.)

### Exalted Master Qualities (roll 1d66)

Roll	Master Qualities
11	Glasses
12	Sickly
13	Noble
14	Quiet
15	My Pace
16	O.C.D.
21	Unusual Skin Color
22	Tsundere
23	Crossdresser
24	Imagination
25	Hermaphrodite
26	Bishonen
31	Noble Hair
32	Hedonist
33	Sorcerer
34	Otaku
35	Martial Artist
36	Lecherous
41	Sadist
42	Masochist
43	Mad Scientist
44	Scars
45	Megalomania





46	Paranoia
51	Hated and Feared
52	Criminal
53	Amnesiac
54	Artist
55	Evil Overlord
56	Entirely Fictional/Group Hallucination
61 to 66	Roll a random entry on the Maid Special Quality table.

## Exalted Power Source (1d6)

Specific Character Type	Power Source Roll Results
Dawns, Dusks, Full Moons, Battles and Slayers	1 to 3: Martial Skill, 4 to 6: Army
Zeniths, Midnights, Changing Moons, Serenities, Malefactor	1 to 3: Charisma, 4 to 6: Cult
Twilights, Daybreaks, No Moons, Secrets, Defiler	1 to 3: Sorcerous Power, 4 to 6: Genius
Nights, Days, Scourge	1 to 2: Martial Skill, 3 to 4: Legendary Artifact, 5 to 6: Resources
Eclipses, Moonshadows, Fiend	1 to 3: Charisma, 4–6: Resources
Journeys, Endings, Alchemicals	Roll one extra random power source.
Dragon–Blooded	Blood Ties
Greater God or Elemental	1 to 3: Cult. 4–6: Renown
3rd Circle Demon	1 to 2: Martial Skill. 3 to 4: Sorcerous Power. 5 to 6: Terror
Deathlord	1: Cult. 2: Army. 3: Martial Skill. 4: Sorcerous Power. 5 to 6: Terror
Fair Folk	1 to 3: Charisma, 4 to 5: Sorcerous Power, 6: Terror

## Other Power Sources (2d6)

Roll	Power Sources
11	Extra Character type power source
12	Cult



13	Legendary Artifact
14	Army
15	Genius
16	Resources
21	Martial Skill
22	Charisma
23	Renown
24	Sorcerous Power
25	Blood Ties
26	Terror





## Manse Generation:

Manses can always be elemental. They can be celestial but then must match the master's (or one of the masters) aspect. Randomly select one of the available aspects if

you get "celestial" and there is more than one master with a celestial aspect. Roll only once for a color scheme, and assume the second color is something fitting for the Manse's aspect (red for Fire, gold for Solar, etc).

## Manse Aspect (1d6)

Roll	Aspect
1	Water
2	Fire
3	Air
4	Earth
5	Wood
6	Celestial

## Manse Appearance (1d6)

Roll	Description
1	Magitech Lair
2	Fortress
3	Villa
4	Tower
5	Natural Feature
6	Exotic Construction

## Manse Special Features (1d66)

Roll	Description
11	Beach (+1 die to romantic activities)
12	Large Bath (+1d6 favor when bathing)
13	Onsen (remove 2d6 stress once a day)
14	Pool (swimsuit costumes cost half, round down)
15	Game Court (athletics costumes cost half, round down)
16	Soundproof (every room is soundproof)
21	Mobility (the manse can move around)
22	Game Room (can play games like Strip Gateway)
23	Medical Room (can spend won favor to reduce stress of another PC without rolls, and medical costumes cost half, round down)
24	Religious Facility (religious costumes cost half, round down)
25	Secret Annex (can spend 10 favor to use "World for Two" maid power)



26	Canopied Bed (+1 to die rolls related to this bed)
31	Treasury (master has an extra random Power Source)
32	Private Army (troops considered pets with all attributes at 2. They are virtually unlimited.)
33	Superintendent (head maid gains "Superintendent" special quality and +1 affection and will)
34	Military Base (+1 to combat rolls against external enemies)
35	Secret Passages (roll on mansion encounter table)
36	Portrait (once per day, gaze at the portrait and gain 2 favor)
41	Mystery Room (once per scenario can be opened to get a random item or random special facility)
42	Torture Room (spend 2d6 favor to use "Punishment" or "Lie Detector" maid powers)
43	Dungeon (prison where NPC can be "stored")
44	Self-Destruct Switch (the master {or a maid} can destroy all enemy NPCs instantly, but loses the Manse)
45	Essence Vents (beautiful firework-like essence discharges give +1 favor and -1 stress to the result of related romantic activities)
46	Magical Traps (if activated, attack intruders (and maybe not just them) with an attribute of 4)
51	Library (once per scenario can be used to have the answer to a question)
52	Otherworld Gate (connects mansion to Yu-Shan, the Underworld, Malfeas, the Wyld, etc)
53	Control Room (take 1d6 stress to use a Maid Power rolled randomly)
54	Factory-Cathedral (can, once per day, create a random Equipment, Tool or Consumable item, or a specific one if the maid spends 1d6 favor and rolls a 10 or higher on a stat roll. If the roll fails, create a random item instead)
55	Genesis Laboratory (can, once per day, create a random Pet item)
56	Integrated Essence Artillery (can be fired adding +1 dice to attack rolls)
61	Sentient (stat the Manse as a Butler)
62	Alternate Locations (Manse exists in multiple locations simultaneously)
63	Can Turn Into A Giant Robot (Manse can turn in a giant robot piloted by the master or one or more maids.)
64	Training Facility (military and martial arts costumes cost half, round down)
65	Sorcery Room (+1 dice to magic-related rolls, and sorcerous costumes cost half, round down)
66	Bound Demons/Spirits/Servant Automata (2d6 pets with all attributes at 3)

### Third Additional Attribute (1d6)

In addition to the two random manse attributes, every manse has a third attribute related to its elemental (or celestial) aspect.

Aspect	Attribute
Earth	1-2 Religious Facility, 3-4 Military Base, 5-6 Dungeon
Fire	1-2 Open Air Bath, 3-4 Game Court, 5-6 Integrated Essence Artillery
Air	1-2 Soundproof, 3-4 Library, 5-6 Sorcery Room
Water	1-2 Beach, 3-4 Large Bath, 5-6 Pool
Wood	1-2 Medical Room, 3-4 Genesis Laboratory, 5-6 Torture Room
Solar	1 Religious Facility, 2 Factory-Cathedral, 3 Genesis Laboratory, 4 Can Turn Into A Giant Robot, 5 Sorcery Room, 6 Sentient



Lunar	1 Secret Passages, 2 Mystery Room, 3 Dungeon, 4 Magical Traps, 5 Alternate Locations, 6 Can Turn Into A Giant Robot
Sidereal	1 Game Room, 2 Secret Passages, 3 Otherworld Gate, 4 Control Room, 5 Sentient, 6 Alternate Locations
Abyssal	1 Religious Facility, 2 Private Army, 3 Torture Room, 4 Dungeon, 5 Otherworld Gate, 6 Sorcery Room
Infernal	1 Religious Facility, 2 Mystery Room, 3 Torture Room, 4 Dungeon, 5 Otherworld Gate, 6 Bound Demons

