

## Appendix: Helpful tables

### People might be called:

Adults usually go by their surnames, children by their first names.

Roll	Male	Female	Surnames	
1	Saburo	Ayu	Ishimura	Oshima
2	Ichiro	Mari	Yamada	Sasaki
3	Naoki	Hidemi	Takabe	Yamaguchi
4	Satoru	Kyoko	Murata	Kajiwara
5	Naoto	Nami	Takei	Chiba
6	Yukio	Chihiro	Uchida	Endo
7	Hitoshi	Rin	Murakami	Kinoshita
8	Shogo	Taeko	Saito	Kawakami
9	Tenyu	Saya	Okuda	Izumi
10	Daisuke	Hina	Mizuno	Ueda

### People might be eating:

**Anpan**, a soft, fluffy bread roll containing red bean paste (*anko*), sesame paste, or sweet pickle.

**Daifuku**, small round mochi (rice cakes) stuffed with a sweet filling, most commonly *anko*. The cakes' name means "great luck".

**Inari-zushi**, *inari age* (seasoned, deep-fried tofu pouches) stuffed with sushi rice. Sweet and slightly salty - a favourite food of fox spirits.

**Okazu pan**, tiny bread rolls filled with a savoury filling (bean noodles, curry, barbecue pork), breaded and deep-fried.

**Shokupan**, an incredibly soft, slightly sweet white bread, made with cream and eggs.

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## 4. A story about a surprise

Hiroko is the baker's daughter. Even though she's only seven, she's already a talented baker. She likes eating what she makes too, which unfortunately makes her a little more chubby than average.

Last week, some of the kids in the year above her at school decided to call her names. Now her friends are avoiding her, and she thinks it's because the older kids have been spreading lies about her. She doesn't want to go to her parents—they don't really understand this sort of thing—so she goes to the Henge instead.

Hiroko's friends are indeed avoiding her, because they're planning a surprise birthday party for her. This includes Ritsuko, her best friend, trying to make her favourite red bean steamed buns. Ritsuko is terrible at baking, so she spends all her spare time trying to get them right. When the Henge start asking, she tries to get them to help. *Now* what do they say to Hiroko?

### Scene guide:

1. Hiroko visits the Henge
2. Confronting Ritsuko
3. Helping with the steamed buns
4. Covering for the friends
5. The party

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## Golden Pie Stories

*Five Stories*

*About*

*Baked Goods*



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## 1. A story about a baker

**Synopsis:** James is an English baker who followed his dream and moved to rural Japan. But people in his village don't buy his food—they just don't think of cakes as an everyday food! James isn't really making enough money to live—definitely not enough to keep attending Japanese language classes. And his savings are slowly shrinking. James' daughter, Maria, doesn't know why he's so sad all the time! James tries not to complain to her: she has enough on her mind with her parents' recent separation. But Maria's determined to get him to cheer up, so she enlists her new friends in town, the Henge, to help her.

### Scene Guide:

1. Maria seeks out the Henge
2. Visiting the bakery
3. Making a plan
4. Enacting the plan

**Twist:** Maria and her schoolfriends Sato and Ikuru plan to set James up with Miss Yamada, their Maths teacher. They enlist the help of the Henge for this mission.

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## Introduction

Golden Pie Stories is a set of five scenarios for the roleplaying game *Golden Sky Stories*. Each scenario involves baked goods, because they are delicious.

You probably won't be able to run these games "out of the box" without some work. I've tried to limit each scenario to the basic outline, allowing you to change names and details with a minimum of fuss. Each scenario could be a standalone game, might be expandable to a two- or three-session mini-campaign, and should also be flexible enough that you can slot it into your regular campaign.

I've divided each scenario into two sections: the **synopsis** gives you an overview of the scenario proper, while the **scene guide** gives you a list of scenes that you might use in the scenario. Some scenes also have a **twist**, which lets you lengthen the scenario if you wish.

These scenarios are issued under a Creative Commons NC-BY-SA licence. You should be able to find the latest version of this document on my website, at <http://1klb.com/projects>. If you have any comments on these scenarios, let me know ([jan@1klb.com](mailto:jan@1klb.com)). I'd love to hear your feedback.

For more information on Golden Sky Stories, visit the website of Starline Publishing:

<http://starlinepublishing.com/our-games/golden-sky-stories/>

## 2. A story about a missing pie

**Synopsis:** Saori's mother told her that if she watched the raspberry pie she'd made while it cooled on the windowsill, and made sure no one stole it (especially that Ichiro boy), she'd give Saori a whole slice.

Saori kept watch for half an hour, and then had to go grab a drink of water. While she was away, old Taguchi who maintains the shrine came along and saw the pie cooling. Fearing for its safety with Ichiro around, he let himself in (come on, no one locks their door in Golden Sky Stories) and put it on top of the fridge.

When Saori came back...the pie was gone! Curse that Ichiro! Now she's got to find him and make him apologise before her mother gets back from her shopping run. Maybe the Henge could help out?

### Scene guide:

1. Saori finds the Henge
2. Visiting Ichiro
3. Hunting for the pie
4. Making a replacement

**Twist:** Afterwards, Saori feels bad for automatically assuming it was Ichiro who stole the pie. How could the Henge cheer her up, or help her apologise?

## 5. A story about a delivery

Tenyu has a crush on Sayuri, who's smart, pretty, and a year above him in school. There's no way Tenyu is going to talk to Sayuri directly, but last week at school he overheard her saying she liked apples.

Now he's baked her an apple pie, but he has to deliver it somehow. There's a problem: Sayuri has three other sisters, who live in her house with her and her parents. Sayuri's room is on the second floor, making it tricky to get to—impossible if you want to drop off a pie and leave without being seen. So he goes to the only people in town who might be able to help him—the Henge.

### Scene guide:

1. Tenyu approaches the Henge
2. Casing the joint
3. Making the delivery

**Twist:** Sayuri catches the Henge when they make their delivery. She'll let them get away with it, but only if they do a favour for her in return...

## 3. A story about delicious cakes

**Synopsis:** Tanuma's cakes are famed throughout the village for their exquisite icing, light fluffy texture, and wonderful sweet sky-blue icing. But someone keeps stealing them, right after she's made them! She's put up with the occasional theft, but now the thieves have stolen a cake for her son's birthday! She's gone to the Henge, because they can sometimes help with this sort of problem.

Tanuma learned cake-making from her mother Ishida, but unknown to her, her mother had a deal going with the spirits. The spirits would help out around the house, cleaning and doing little chores, and in return Ishida would bake them a cake once in a while. If the cake had sky-blue icing on it, the spirits could take it away. Ishida did up Tanuma's room in the same sky-blue, leading to the girl adopting it as her "signature colour" when she made cakes. The spirits can't read, and don't realise that Tanuma's angry: they just spirit the cake away to a clearing in a near-by forest and chow down.

### Scene guide:

1. Interview with Tanuma
2. Playing detective
3. Stake-out at the house
4. Confronting the spirits