

Recettear: Jump [v.00]

"Capitalism here? Seriously? When did Adam Smith get here?!"

Hello traveler! You've found yourself yet again, wandering into a foreign land. Well, more specifically, you've found yourself wandering into the city of Pensee, just as a new store, Recettear, is about to open!

At least the accommodations here seem nice and clean. That and Pensee seems to be a nice central hub for travelers all about. But before you go off on your romp, let's take a moment and get some of the necessary paperwork out of the way alright?

There might be a lot of travelers around, but that doesn't mean they won't investigate into your background and well, right now, we haven't really figured out a background for you have we?

Here, before you go, courtesy on the House.

+1000 CP.

[Pesky Administrative Details]

Right, now, there's the matter of forging some documentation for you so the world has some clue of who you are. Let's start with some of the easy details, shall we? A gender, an age die for you to roll (**1d8+10**). Oh, you're wondering why we're still deciding your age with dice?

Well, don't you like to gamble every now and then?

Just get it over with already! And no, we're not going to give you gender change surgery even if you wanted it!

Then we need to give you a bit of an identity, something that other people can understand when they see you. You wouldn't want everybody in the world to reject your existence outright, would you? Now, what would you like to be?

=Traveler=

You came from a distant land. Well, far enough that nobody here has any idea of who you are. You don't have a history here either, and nobody to depend on - but also nobody to nag at you for help or money.

=Shopkeeper=

Well, looks like you know your way around town! Oh, that's right, you actually lived here for most of your life, and you've got your own store in town. Business hasn't been great as of late, but here in Pensee with all of the Adventurers going in and out, even when business isn't great, you still find a way to make a modest living. Registered with the Merchant Guild, you can count on them to help you - for a pretty penny of course.

=Adventurer=

You're just another Adventurer wandering into Pensee. The local Adventurer's Guild nearby is keen to help you out, though you're going to realize very quickly that Adventurers are expected to do every and any odd job out there. Thankfully, you've got a good set of skills to flaunt, a good pair of hands to work with, and a good pair of legs for when it comes to running away. From time to time, you'll be contracted by shopkeepers to guide them into dungeons.

=Employee=

Terme Finance Company is pleased to confirm your employment with them, provided that you sign the following disclaimer and the next fifty to follow. Oh, never mind, our records indicate you've already signed all of these once already. Well, just as a reminder, you have a responsibility to hunt down our debtors and deliver our collection notices. Of course, should you require additional help, we'll see what we can dispatch from our subsidiaries.

-LOCATION-

Regarding your location...You could wander away from Pensee, but it won't be long until you realize that Pensee really is the central hub of the continent, and we only sent you here with your best interests in mind. We mean it. Honestly. The thought of profit never came into our minds.

[Perks & Benefits]

{Traveler}

Time Management 100

Frankly, everybody should be taking courses on time management, because it's the most important skill to grasp in life. Time isn't unlimited, and you might as well make the most of it. Your skills at scheduling and managing tasks is improved enough that thankfully you don't need to be taking courses on proper time management. With the full schedule for next week planned out in your head, it's a good thing your memory has improved to keep up.

Atmosphere 200

While you might have been better served taking a course on interior design instead, the shopkeepers in Pensee have a very neat technique for fixing up their shops. With just a subtle change in the wallpaper, or arrangement of the furniture, they can dramatically shift the mood of their shops.

Well, you might not necessarily own a shop yourself, but you can still at least try to produce the same effect in any moderately sized room. Thankfully, since you're using actual magic to do it, you don't need to go about fiddling with furniture.

In a small apartment sized space, you can freely adjust the atmosphere, such that an individual who enters into the space will experience specific emotions - ones that you dictate. The effect lingers for quite a length period of time after the spell fades.

Crash and Boom 400

If you have half a mind to get into a business here, it's good to at least have some business acumen beforehand. You'll need to learn how to sense when a market crash is about to happen, as well as the moment when a boom is about to happen, if you want to be able to work around the market. Thankfully, if you're willing to pay for the course, we won't just teach you how to predict these things - we'll teach you how to instigate them. You might as well go all in, no?

Territory 600

Well, the folks around here used to use golems for this, but there's no reason why you couldn't use the same magic yourself. Granted, the golems seem to be able to work their magic on large areas at once, but due to the sheer vagueness of the spell used, you haven't been able to replicate it to the same scale.

To begin with, in the area of a small room, you can freely change some of the more "dynamic" properties such as the physical configuration, and some of the more mundane creatures inside like replacing that little rat hiding in the corner with a dog.

Over time, you might be able to get to the level where you could freely control a single floor on an apartment building, rearranging it freely to your whims, but take care not to make a mess everywhere you go - it's best to be considerate of others when you're slinging about magic like this. Though it makes you wonder - did they give this magic to golems so that the golems could do housework?

{Shopkeeper}

Market Timing 100

It's probably just accumulated experience from all those years of managing the store and browsing the markets, but you have an uncanny knack of knowing when something is going to increase in price, and when something is going to decrease in price.

You could almost call it a merchant's sixth sense, but you can also get a general idea of the quality of wares sold in a store by glancing at it - even the stock that isn't displayed.

Silver Tongued 200

You couldn't have become a shopkeeper without at least learning some basics of the trade. Haggling is just another tool in your belt, and you're not going to let a deal slip by when you can see an opportunity. Whenever you buy or sell something, the other party is far more susceptible to any requests for a

discount or to pay extra. In time, even if you don't bother trying with bartering, prices for things you want seem to drop, surely but slowly.

Predilection 400

People seem to have a hard time bringing up anything negative about you. It's almost like they see you through these rose tinted glasses, and everybody seems to be willing to sell you things, or help you with troubles and problems.

Maybe it's just that the locals are friendly, especially that Recette girl - but you'll notice with time that whenever you need an ingredient, or just some item off the shelf, other shopkeepers are willing to spare little samples for you.

Naturally, they won't be able to help you much if it's their last one, but that won't stop them from giving you helpful pointers as to where to find such things. And at the very least people seem far more tolerant of you and your companions than they might normally be.

Self-Made Shopkeeper 600

On the quest to stock your shop with truly unique wares, you've learned a skill to fuse items, on a level that no mere shopkeeper could manage by themselves. Anybody can sell a pineapple or a banana, but only you can sell a pinenana! Ok fine, it's actually not that simple. The Fusion spell taught to you works well on items which have the same inherent properties, in the case of two fruits, or two swords, and so forth.

Shopkeepers can rejoice that the value of the final product is the additive sum of both ingredients, but only one item can serve as a base, while the other item is consumed. That pineapple that I used as a base for demonstration...well now it can be peeled like a banana. That's handy, right? For any item that this is applied to, it will retain a single trait from the sacrificed item. It's almost as if you were breeding items.

On second thought that probably isn't the best comparison to be making.

{Adventurer}

The Spelunker 100

If you were not there to go dungeon diving, those merchants would never have any stock on the shelves. It certainly isn't a job that you'll complain about, after all, with all that experience, you've developed an uncanny knack to smell out treasure inside a dungeon...or a vault...or a castle. LOOK YOU'RE AN ADVENTURER NOT A THIEF!

Ahem. Yes, well, as I was saying, your senses in detecting treasure nearby is well honed from all the experience you've gotten running about in caves and forests - but treasure isn't the only thing you've learned to sense out - traps and ambushes are all just part of the job as well, and you have an uncanny sixth sense for them too.

Specialization 200 (Only 1 Purchase is Discounted)

Sooner or later, you'll have enough experience and preference to specialize in one skill or more, but obviously that's going to take a bit more time. Adventurers tend to group themselves under "classes", with each one having something different to offer.

Magician - In addition to unlocking multiple spells, such as conjuring flaming explosions, ice chunks, and light missiles, the Magician also recovers magical energy every time they attack. If taken twice, their spells will drain magical energy on contact.

Thief - The Thief is an Adventurer focused on "Get In. Get Loot. Get Out", and considering their trademark technique is a spider web that roots people in place, fighting isn't a priority for them. If taken twice, they can conjure up to five mirror images - which as the name implies, mirrors your physical actions.

Swordsman - The Swordsman is an Adventurer focused on fighting it out through any dungeon, defeating or withstanding obstacles in their way. The Swordsman can block any projectile coming at them head on - within reason. If taken twice, they can project an energy wave with any of their attacks.

Archer - A specialist at fighting from afar with a bow, the Archer laughs at monsters who attempt to run, as each of their shots track an enemy down with frightening speed and accuracy. Taken twice, when loosing an arrow, the Archer experiences a brief moment where they can shrug off a large part of any incoming attack. This guard of theirs can be overwhelmed by a large amount of attacks however.

Priest - Contrary to what one might expect from a specialist called the Priest, these folk specialize in fighting in close quarter physical combat. Their physical endurance is much higher than any other specialist, but they are also rather dedicated to simply using their fists. To aid in this, they've adapted a martial art dashing skill so that they can maintain a constant flurry of attacks. Taken twice, they're also taught a technique to phase through enemies, striking them while remaining temporarily out of phase.

Lancer - As their name may suggest, the Lancers usually wield ranged weapons, though they don't have the full range of an Archer, they also have no problems with needing to maintain distance from an enemy. When using any weapon, their range is extended to twice the normal length. If taken twice, they're taught an ability to thrust forward continually, extending their range by a small bit with each thrust, but the range normalizes when they stop thrusting.

Assassin - Frankly, at some point you have to wonder just how many different kinds of Adventurers there are if even Assassins can be considered as Adventurers. As the name of their profession suggests, these specialists are dedicated to eliminating enemies with speed and stealth. Capable of dashing forward in short bursts, they turn invisible not due to their blinding speed, but a magic that activates when they move. Taken twice, the Assassin demonstrates a mastery of the darkness, and can create vortexes that envelop and trap enemies.

Rush Specialist 400

It seems that every time you walk into a dungeon, you end up facing waves of monsters that you might as well consider as bosses. Though it really does seem like regular monsters anywhere you go have been empowered substantially after you learned this skill, you also recover a portion of your health and energy after every one you defeat.

Well, no pain, no gain, I suppose! Thankfully, these empowered monsters seem to drop items and parts even if they would not before - and perhaps more thankfully, the monsters you might have originally considered as bosses don't seem too empowered.

True Card 600

Every Adventurer has a business card which they hand out to promote their services but only a few have True Cards, which will allow trusted companions to call the Adventurer to their side. Being the Adventurer of renown that you are - you happen to have a stack of these to hand out. Though on second thought, it's probably best that you have a stack of these, because in order for a person to summon you with these, they have to tear the card up.

If that was all a True Card did however, they'd be no different from a business card. When a person conjures you with a True Card, they essentially form a contract with you, during which they are highly resistant to any form of combat damage. Protection is one of the services an Adventurer provides after all! Just don't abuse it, there's a difference between a body guard and a punching bag.

Your stack of True Cards replenishes to a full stack of ten once per month, but you can only form one active contract at a time - and keep in mind that the nature of the contract has to be something achievable within a short period of time. You won't get a very good reputation if you take on impossible tasks that you can never achieve!

{Employee}

Mark Research 100

You're not going to get anywhere with your job if you can't at least do some background research on the debtors! After this bit of training, you'll be able to pinpoint weaknesses and dig up some dirt about your marks after meeting them in person. Just a small part of the stuff that they won't want you to know of course, but enough to give you an upper hand when trying to put them in a tight spot.

Appraisal 200

As part of your training as a debt collector, you were taught how to appraise objects to ensure that debtor's attempts to fool you would fail. With but a glance, you can tell the inherent value of an object - so no more passing off that old vase as your family heirloom when you bought it in that little girl's store down the street! As you appraise more and more items, slowly you'll find yourself capable of recognizing the special effects an item may bear.

Golem Fabrication 400

Well, this course wasn't very helpful, and the lecturer from Terme Financials seemed to be keener on selling you things rather than teach you, but after all of that, you still managed to learn a bit on how to create the golems that you've heard about from hearsay in town. Definitely more than just hearsay now, anyways. These golems seem relatively mundane at first, but their growth potential is only limited by what kind of parts you can manage to scrap together for them, as they possess extreme levels of adaptability.

Perhaps if you had a certain item, you could have them mimic the same functions that the Terme golems possess?

Employee Life Insurance 600

You wouldn't be an employee if the job didn't have its perks! With this employee life insurance program, we'll ensure that you're at least compensated for any wounds, mental injuries, amputations, violent assault, and other such job hazards while you're on the job. Granted, you're always going to be on the job – didn't you know that you've signed your life away to us?

For any sort of injury suffered, you'll see a small monetary contribution to the bank account of your choice. Consider it as recompense for amuse-working for us.

You can choose to extend this to your companions as well, but do note that as per the binding contract clause 666 of your employment terms and conditions, this means that any form of damage or trauma suffered will be evenly split between every benefactor of the insurance. Don't worry; I'm sure you'll be fine. Besides, by splitting all that pain up, everybody gets gains – just less than you would if you took it all on by yourself.

[Companions]

The Associates (50 CP/1. 300 CP/8) 400 CP for skills.

Not comfortable travelling by yourself? Feel like you need a business partner? No worries, we can arrange that for you too. Just fill out this form, this form, and this stack of forms and...oh, right, you'll have to pay us 50 CP per companion. Unless of course, you're going to opt for the company batch discount – which is a completely valid option if you're into having your own mobile party.

Each of your associates that we process through will have 400 CP to spend on an identity of their choice. Granted – they won't be getting any opportunity to go shopping for anything other than perks – can't have them lingering around window shopping for too long now!

[]'s True Card 300

Ah, that stack of business cards caught your eye did it? We keep those for reference, good to keep track of all the important folks and the not so important folks. What's that? You're interested in one? Well by all means, if you can afford the price, we'll let you take one.

You don't need to look so worried; you can pick and choose the card that you want to take. We might be thrifty, but we're honest businessmen. You want to know just how many cards we've collected? Well I suppose we had kept a list somewhere around here...

Or maybe not. But rest assured, I'm sure we've got a card for anybody with a name that resides here in Pensee, so feel free to pick one out! That's right, we even have cards for non Adventurers!

[Items]

Ferromin Recipe 100 (Free Traveler)

It seems like the Adventurers in Pensee all advocate this energy drink? You're not quite sure what the nature of this drink is actually - though you've seen the Adventurers chug it down like water, and it seems to boost their vitality substantially for a short period of time. You can't help but feel that the ingredients to make this seem rather odd, as they include a substantial amount of vegetables and fruit as well as some potent acids. The recipe indicates that you'll at least get a cauldron full.

On second thought, is drinking this actually safe?

Shop Deed 100 (Free Shopkeeper)

A deed to your own shop! It's not a very big place, enough to stock a couple shelves' worth of items, but has a really nice, comfy feel that reminds you of home - wherever home may be.

The shop's exterior will adjust itself to match the surroundings aesthetically, but you're not going to be displacing buildings as you set up shop, so you'll need some empty space to plop it down. While you can expand the shop, keep in mind that you'll still need as much free space as the foundation takes.

Set of Business Cards 100 (Free Adventurer)

Business cards for everyone! You'll get a full deck of business cards, with which you can freely hand out to people. When they tear the card in half, you can instantly teleport to their location to help them with whatever they may have in mind. You might not want to hand this card out to everybody you meet on the streets.

Debtor's Notice 100 (Free Employee)

A notice that duplicates itself once every several months. Functioning like a blank check, you can write in the name of a debtor, and an amount of money which they will pay you. Beware however, as the larger the amount you write in the check, the more likely the magic of notice will fail, and you don't even need to think about making a person bankrupt with this.

Super Crock Pot 100

A completely unassuming crock pot except that it fills up with assorted seafood when you open it. The merchant's guild indicated that this item was a fusion masterpiece, and certainly there's a massive amount of magic imbued into it, but the question nevertheless remains: Where did they get all this seafood from?

Durian 100

A rock solid durian that honestly seems more like the head of a mace. Cracked open, a strong odor permeates throughout its surroundings, enough to drive away the vast majority of monsters and people weaker than you.

At least, you presume they're weaker than you - after all, they apparently couldn't withstand the smell. Even if you eat this, (and oddly enough it's rather filling), another one will appear within a week.

Four Seasons 200

A magic ring enchanted to the highest degree by a budding magician who wanted to prove that any element could be absorbed. Awkwardly he chose to absorb the element of seasons, resulting in the four seasons imbued into this ring (and giving it its name).

When magic is pumped into this ring, all four seasons surge forward at once in varying degrees, depending on the amount of magic you put in. The magic in the ring naturally recharges over time.

SDXK56 200

Cutting edge technology has allowed us to offer you this vending machine, which has taken into account any and every possible demand a customer may have - allowing you to stock literally everything and anything under the sun into here.

Magical tomes? Electrical components? Magic spells? As long as you have sufficient stock, this machine will sell it. Alternatively, you can use the second variant and buy things from the machine instead - the problem is, the stock in this machine is limited to every type of energy drink known to man - and you can't seem to get it to stock anything else. Frankly, you'll get customers who will buy that, but do **you** really need energy drinks?

Ancient Charm 200

Nobody quite knows how this item came about, but we found it in stock one day, with only a note indicating that it was crafted from ancient magic and technology. At least there is some magic at work here - the charm projects a large amount of magical energy, dense enough to form a barrier.

With the technological portion not so well understood, the true power source for this isn't known yet - but the well of energy seems to be immense - and it does recharge with electricity.

Uniforms Guide 200

The guide of a uniform collecting fanatic, who had to sell off this most prized possession as he found himself straddled with a debt. This magical tome -its magic enhanced by the blood, sweat and tears of a dedicated collector- acts as a magic wardrobe for anyone dedicated enough to literally write down every detail about clothing items into its infinite pages. Well if you're really that dedicated, you should be rewarded for it, right?

Necromonicon 200

Well this was not the book which you were expecting, instead it's a staff which mildly reminds you of an executioner's axe. Even without any magical channeled through it, this staff has an uncanny knack of drawing undead towards you.

In practice however, it serves as an excellent magic spell amplifier, even though this comes at a slight cost to your own psyche with every use. Attempting to use the innate magic inside this staff results in weird winged eye creatures spawning around you - at least they aren't aggressive! Even if they are really creepy.

Remetogen 300

This tome has been kept under lock and key for- oh wait what, this is a copy? Well...never mind then. The original book this was based upon was an almanac to the Demon World and recorded inside were tens upon hundreds of the demon races, including many of their characteristics. Unfortunately as you might expect of a copy, this book is blank - so you're going to have to fill in entries yourself.

It wouldn't be a proper imitation of the original tome if it didn't have at least some of the original's properties. Though its summoning powers are far from strong, it can still conjure up facsimiles of demons noted down inside - though the amount it can conjure is limited to one at a time.

Territory Golem Blueprints 300

Got a mass production line waiting for a template? Need a golem army to conquer the world with? We've got just the thing for you! Terme Financial Solutions' latest series of dungeon controlling robots, loyal, obedient, destructive on "Where did my town just go?" scales! Just a one time payment and the blueprint for your very own robotic army will be yours!

Necessary materials and resources not included.

[Drawbacks]

Crony Capitalism 100

By the King's decree, Terme Financials is now a Crown Business, and can operate with impunity within the land. Not exactly bad news for you, except Terme is particularly interested in you and your wealth, and is now sending agents out with debt collection notices...on you. When did you even borrow any money to begin with? You aren't sure, but the King is convinced that you need to pay up.

Anti-Competition Law 100

Man, the King just doesn't let up does he? In favor of "personal skills development and recognizing individual excellence", the King has decreed that at any time and place, only one person may use a specific skill, trait, or profession. Variety? Who cares about that when you can buy everything from one place - and one place only?

Unfortunately for you, this means that you can only use a single skill or ability during your entire here, as the King's poor wording leads to the law covering over literally everything under the sun. Maybe it's time you deposed of this idiot?

Great Depression 100

Pensee is generally a rather cheerful place - or...at least that's what you were told. It seems that everyone in this land has been plagued by a terrible affliction, leaving them depressed and lethargic. Unfortunately, it has also affected the economy, so you can watch as the land gets crippled and people start to die off in despair.

Inflation will start to kick in rather rapidly, as people start losing the will to live altogether, and those who still possess it find themselves less and less productive.

Lemongrass Lamentations 200

You wake up finding yourself riding shotgun in the mind of a young Recette Lemongrass. A jovial young girl who now finds herself strapped with a mind boggling sum in debt. If poor Recette can't pay off the debt, or for some reason falls to illness or injury...unfortunately you go along with her.

Thankfully, you're there to help her start a business in hopes of getting money to pay off her debts - except...it would really have been more helpful if that fairy Teare wasn't out to get you...and it would have also been nice if Recette didn't just think of you as her imaginary friend.

Sarakin 200

In debt? No problem. We'll just take a couple organs from you in monthly installments. The loan sharks are out prowling, and they're not after money. If you or your companions incur any debt at all during your time here, you can expect to find yourself missing a couple organs or appendages the following day.

Champions of disproportional repayment and outrageous interest rates, these master loan sharks will even be nice enough to let other people's debts go - and assign them onto you.

Hope you have an organ bank handy.

Age of Austerity 200

The King (Ok! Fine! It's actually been Terme all along.) has decided that austerity measures need to be put into effect across the land to ensure that the State Treasury is kept healthy. Unfortunately, this means that in addition to none of the cities receiving any aid, they also have to pay 90% of their municipal treasury every month to the State.

This goes the same for all individuals - including you. You have to admit, at some point along the line it stops being austerity and just ends up being blatant corruption.

Lost Decade 300

Well, it looks like Terme has succeeded in achieving dominance over the land - but the process wasn't without casualties. In the process of taking control over every bank, Terme took things a bit literally and well, now every major financial institution has essentially become a zombie bank. A literal zombie bank - as in hordes of money hungry undead are out to hunt the living down.

Well, it's just zombies right? Should be nothing bad - except...as long as their debt persists, they're immortal and they're after your fortune. No rest for the poor right?

[Scenario]

=If I Had a Million Pix=

-Merchants in a Peculiar Time-

As the facilitator leaves you in Pensee, a shady cloaked figure with a large book strapped to his back approaches you, seemingly intent on starting up a conversation with you. He isn't aggressive anyhow, and you've got time to spare, so there's no harm in hearing him out.

"I have a proposal for you. Yes, you, stranger on the street - yet the only person who caught my eye. My business sense is telling me that you are definitely the right person." He's very insistent on it anyhow, and very quickly he lays out his proposal.

"I'm an investor you see, and one of my favorite past times. Well, I like to see what people would do with a bit of investment. But nowadays, I've become a bit too well known and so I need a proxy. There'll be something in it for you if you agree, naturally."

The choice is yours whether to agree or not, but the "Investor" won't elaborate on anything until you accept.

Should you choose to accept however, he'll offer you four dossiers, each one containing a candidate that he wants you to approach. He has just one caveat - you'll have to foot their costs up front and clear obstacles in their path before you can receive any compensation. He's not completely heartless though, he'll give you 250,000 pix as a starting bonus. The four candidates are as follows:

Alouette - A haughty heiress who aspires to make the largest retail chain that the kingdom has ever seen...except her father kind of already did that.

Recette - An upbeat young girl who wants to make a world where everybody will give her sweets...except she's knee deep in debt.

Euria - A beautiful genius young lady who will rule the world!...after she's scammed everyone into believing her every little lie.

Arma - She's still trying to get the hang of emotions, but she wants to make a wonderful dungeon that everybody can visit and have fun in! Nevermind the deathtraps stalking its halls.

Your "contractor" prepares to leave, but raises his finger as a thought strikes him. "I should mention that while you can swap your investments between different people, I'm not too keen on quitters, so don't give up the moment you hit a snag!"

Judging from his choice of words, it doesn't seem like he intends think this will be a walk in the park. The dossiers have quite a bit of info on where you'll find these four candidates, so you should probably get going.

-Meet & Greet-

Alouette

You don't find Alouette - rather, she finds you. The Big Bash heiress has caught wind of an investor, and she's out to poach you as quickly as possible. But she's not all too convinced that you're the right person so you're going to have to prove yourself worthy of her.

First thing first, she wants you to go and buy out everything in a certain little store called Recettear. You better find a good day when they aren't stocking much; otherwise this might cost you a pretty penny.

It's still not enough to convince her however, so she has another task for you - you're going to need to work for a month as a branch store owner of one of the Big Bash stores and if you can turn a large profit, well, she'll recognize you as worthy.

Recette

Finding Recette is easy - after all, she has a store in town that literally has her name on it. When you approach her regarding your contractor's "offer", she's quick to jump on it - until her Fairy companion reminds her that she's still 820,000 pix deep in debt and Terme is charging interest weekly at a fixed 10,000 pix.

From the sound of it, they really want to run this girl out of her house. Her face falls as she quietly rejects you - on the basis that she can't afford to burden you with her debt.

Still, if you're willing to foot some of her debt, she'll probably change her mind right? After all, a debt can be a huge burden on anybody's shoulders!

Euria

Wandering about the Town Square, you'll find a young lady who claims to have found a legendary twig that killed a god. She's only selling it for 100,000 pix too! A deity killing weapon for that is an outright steal! She's even enchanted it so that its value will only increase with age as it decays away!

Euria isn't keen on any of your ideas for investing...until you actually wave pix in her face, at which point you can expect a heel face turn.

Euria's got plans of her own alright, and as long as the pix keeps flowing, she's more than happy to let you pitch in. First things first, she wants to plan a heist on all of the banks nearby. All at once. You knew this girl loves pix but you didn't realize she loved it this much. She's not going to steal it from them - she wants you to arrange it so that they'll literally hand it to her.

What have you gotten yourself into this time?

Arma

She's nowhere to be found in town, but if you wander deep into the old Lapis Ruins, you'll find Arma laying waste to everything around her. It seems like something has gone a bit...off with her programming. Take care if you can't fix it from afar - because those arms of hers can shatter steel!

When she does calm down, it becomes apparent that Arma was tampered with by somebody. They even gave her the wrong clothes to wear! Not that she would realize it anyways. With Arma in tow, you're going to have to make your way out of the dungeon - and probably visit a clothing store to get her some proper clothes. With this, Arma feels comfortable enough to actually discuss your "investment plan."

She already knows exactly what she wants to do with it...though you're going to have to pull another bit of legwork...in clearing out another dungeon where she wants to make her foundation...the Crystal Nightmare.

-Start Up Pains-

Alouette

Whether or not you helped out this young heiress at first, she's now in a bit of a pinch, so she'll look for whatever help she can get. The dilemma she's facing on hand seems like a rather standard problem in the marketplace, but to her the world has come crashing down. Certainly, many things have changed in the span of the last few days alone.

For one thing, it's no longer accurate to call her an heiress, quite simply because Big Bash has been bought out. To point out another matter, she's about to be sent off to boarding school to learn a new trade, and that's a prospect she has no love for.

Alouette needs to prove herself, and she needs your help to do it. She's going to set up her own store and raise enough money to buy out Big Bash. It's easy enough on paper anyways. After all, Big Bash always turned a profit didn't it? Unfortunately, this proves to not be the case in reality. Frankly, it seems like the little lady never studied her economics well.

Thankfully, she does have a store, but it's going to need a lot of work. For that matter, so does she – Alouette needs to learn that wantonly buying the most expensive item and trying to spin a deal on it is not likely to work when the majority of commoners can't afford it. Without the reputation of Big Bash behind her, she's pretty much starting from zero.

Basically you've found yourself supervising a novice shopkeeper. It doesn't help that she's set a lot of inordinate and ridiculous goals, such as making a five hundred thousand pix profit in three months. There's one thing such as dreaming big, and then there's complete daydreaming altogether. It seems that Alouette is still stuck in the latter.

Hopefully you can whip her into shape, because in a year, if you can't achieve results, Alouette will be sent off to boarding school after all! Granted, perhaps going to school properly might be a better thing for this young lady.

Recette

Unless you made a sizeable contribution, poor Recette is still strapped with debt, though thankfully it's quite a sum less than what it originally was. Enough that the little girl can afford to daze off and daydream anyhow. Granted, she was already doing that to begin with, but now it seems that another idea is being conceived in her head.

She's still not quite ready to let it out, at least not until the debt has been cleared completely. So at least there's a clear goal in sight. It isn't all gloom and doom though, as the store is doing well, and as long as you can keep her stocks up, she should be well on her way to paying off the debt.

The moment that her debt is paid off however, Recette sets her eyes on something grander. After all, now that she has the hang of running a business in her belt, she wants to start up a little side business of her own – delving into the world of candy trading.

No, you heard her correctly; Recette wants to be the first to create a large scale market for trading candy. Naturally, she intends to use this opportunity to delve into a new career as a professional candy taste tester, but even she knows to take things one step at a time.

Of course, in order to generate any sort of interest, Recette is going to need to provide something unique – and that is where you come into play. You're going to be making Recette her own unique brand of candy. She does have an idea in mind, but that would require you to head into a strange dungeon called the Crystal Nightmare.

Surely, magical pop rocks would be a great thing to sell, right?

Don't tarry for too long though, being the young girl she is, Recette's determination isn't quite as strong as yours, and the longer it takes the more the disappointment of not seeing any results will weigh on her until she finally gives up completely. You wouldn't want that now, would you?

Euria

Her bank "heist" gone smoothly, Euria is living the high life, and with all the pix she could ever care for, she's come to a startling realization about her life.

She wants more pix.

She has an immeasurable sum of pix, and yet that still isn't enough. With the classic bank heist option already used up, she's got a different plan this time, involving the stock exchange instead. Somehow you know this isn't going to be an ordinary day for the stock markets.

Euria wants you to be her partner in a stock rigging scheme, as expected.

Euria will buy all of the stocks at a low price, and you're going to cut the competition out, just enough to cripple them and artificially inflate the stock market. Somehow, you don't think this was the way the stock market was intended to work.

You probably have a valid question by now as to what she actually wants the pix for, but she doesn't have an answer for you. Euria herself has no clue what she wants to do with all that cash – only that she wants it, and she wants more of it.

But for her sake, and your investment's sake, you should hope that her plan succeeds or it will be likely that you'll come out of this with no profit at all.

Arma

With the Crystal Nightmare cleared out and sufficiently "prepared" Arma moves into the next phase of her plans, remodeling the entire dungeon to make the foundation for her theme park. Did she tell you that she wanted to make a theme park?

Perhaps it's better to call it a petting zoo, because that's the first part that she wants to put in. She's going to fill the remodeled dungeon with monsters from everywhere else – and you're going to be her game warden. Somehow you've gone from being a mere investor into somebody with a much more vested interest. Hopefully you start off with the easier dungeons, because the matter of putting together a petting zoo isn't as simple as you think.

Being the robot that she is, Arma is not quite aware of how animals actually function, so she naturally has no clue what happens when she put an herbivore and a carnivore together, or an herbivore and a plant type monster together. See, in her experience, monsters simply come to existence and remain there.

You're going to have to teach her a little bit about ecosystems in the form of live hands on training. Thankfully, she has a list of all the dungeons in the surrounding region, so the only tricky part is figuring out which monster requires what kind of habitat and how they'll interact with one another.

Frankly, by the time you're finished, you should have enough experience to get a biology or zoology degree. Naturally, the word "failure" isn't in Arma's dictionary either.

-Business Adventures-

[Whoever You Decide to Help Here Determines Who You Help Next]

Alouette

Having lost her family business and finding herself in the unfortunate position of having to prove herself worthy of even running a business, Alouette will have managed to barely scrape by if you did not help her, but a new roadblock has reared its ugly head.

As all fathers tend to do, Alouette's father has completely ignored her efforts as child's play, and has enrolled Alouette in a foreign academy of fine cuisine regardless of her achievements. Alouette hasn't given up, but she recognizes that it's going to take something drastic to make an impact on her father.

The best thing would have been, of course, to buy out Big Bash – but she's not quite so ready for that just yet. If by now you've amassed enough funds [billions of pix], certainly you could just buy out the entire company, just know that Terme isn't about to let go of Big Bash so easily.

No, as it turns out, money can't buy everything after all. It seems like Alouette is learning this life lesson just now. In order to get at Big Bash, you're going to need a different form of persuasion. After all, if money isn't going to do the trick, then maybe you should turn to something more appealing?

Alouette needs to dig up dirt on Terme – and sneaking about in a cardboard box isn't going to help her very much for that. So naturally, this is where you come into the picture. While you could do the former heiress' dirty work for her, maybe it would be better for you to just show her the ropes instead. After all, espionage is just another side to the business world.

But whatever you do, take care not to get caught. While it is far easier to ask for forgiveness than permission, in this case Terme is hardly likely to grant you either. You'll end up with a corporation after you, and Terme is a corporation with very deep pockets.

Recette

Her debt paid off, and with a new business in the works, Recette has a lot of things to look forward to, except she's starting to see a bit of a glass ceiling forming. Naturally if you had helped her previously she's probably doing far better than she could be, but a fundamental problem still remains.

Her biggest customer base is children, and she's not making enough to turn a profit. Not even when the children come by to buy candy by the truckload. If you helped her out with the candy previously, at least she'll be barely scraping by. Thankfully her actual store is there to keep her afloat. Unfortunately, she still has not given up on her dream of a candy emporium.

Rather, with each piece of candy she consumes, the dream just seems to grow bigger. But first she – and by extension, you – need to do something about that glass ceiling. So you and her are going to do some field research, namely, bringing candy about and handing it out like it is already Halloween.

Well, sort of like Halloween at least, considering you and her are the only people handing out candy. Still, if you need to find some way to broaden Recette's customer base, maybe it's not just advertisement that you need.

Maybe you need to escalate this to a whole different level. The land's auction house – if you can flood it with a large amount of unique candy, certainly you could attract the attention of folks from all over the continent. The only thing left to do then is actually create this unique candy.

Given that you might have done it once before, certainly you could do it again? What assortment of magical confections can you make to enthrall the masses?

Euria

Euria's venture on the stock market has garnered her quite a bit of attention, and mostly from all the wrong places. Firstly, there are a large group of stock market players who have taken an interest in her ways, mostly after she ripped them off completely and left them penniless.

Then there are the actual authorities, who have placed her under severe scrutiny for her involvement, even if they can't necessarily prove anything just yet. You'll probably notice all of the cloaked individuals lurking about, shadowing her every move.

But Euria is quite fortunate that the cloaked individuals are there, because they're the only reason that the Terme employees haven't taken action. The senior personnel who managed to get scammed in the market flip flop. Naturally, if you were involved and you're a Terme employee? Well, good luck getting out of their scrutiny.

In fact, if you're seen with Euria at all, you better be prepared to pack your bags, because things are about to get really heated as everybody tries to pin down the world's smartest woman. You could choose to back out now, but if you do, don't expect to see Euria ever again. Terme has very deep pockets after all.

If you do choose to help her, you're going to need a way to either give her a completely new identity, or both of you will need to start running very fast. Terme is your primary concern, given that they can deploy golems capable of fielding armies of monsters. That's on top of all the adventurers looking for a bit of coin.

Euria isn't pleased about this, to say the least, but you're going to need her to lay low for a while – at least until Terme loses their focus. At this rate however, it seems that they would only be likely to lose their focus if you had some way to make them suffer catastrophic losses in pursuit of Euria. Thankfully, if you do so, at least the other parties will back down as well.

Now how are you going to manage that?

Arma

The dungeon is finally complete, but Arma still isn't satisfied. Well, she's also not very happy that you refer to it as a dungeon, but the main reason that she isn't satisfied is because there are no tourists who have come to partake in the main attraction! In fact, if you haven't helped poor Arma up until now, you're actually her first visitor. The place will also look like a mess.

Someday, you should really explain to her that a dungeon is a dungeon even if there are habitats made up for each and every type of monster you can find. The obvious solution to the problem is of course, to make the whole place a fair bit more friendly to your average person.

For one thing, maybe you can put in a train ride into the place? Or maybe some guided tours? Whatever you choose to spruce the place up a little, just be aware that you're going to need to do a lot of the leg work by yourself.

While Arma can rearrange the dungeon freely to suit the infrastructure, she can't actually make any of the infrastructures. Hope you're good with tools.

Of course, even with all that aside, it's probably best if you were to actually advertise the place. See, as a robot, Arma has never even contemplated the idea of advertising – which is probably the root of the problem to be honest.

There are also the people to account for when they arrive of course, you can't have visitors who come intact and leave amputated. With that in mind, hopefully, you can attract a good number of visitors, before people start marking the Crystal Palace [Yes, she renamed it] as a new place to hunt monsters.

Arma definitely wouldn't like that.

-Queen of the Hill-

Alouette

The time has come to take back what is rightfully hers. She might not have enough money to convince Terme to let go of Big Bash, but she has enough information collected one way or another that Terme will have no choice but to listen to her.

But Alouette's still young, and while she can certainly learn fast, she's probably not ready for what Terme can bring to the table. Before she rashly goes to confront them – you should make sure all of your cards are in order. Terme won't spare either of you any mercy and you should not expect to see any from any other parties they bring in. This committee of vultures is out to ensure they reap every benefit possible.

It would probably be wise to plan for a quick escape as well.

Arranging for a meeting is simple, have enough money and Terme will appear.

Granted, they're not willing to listen to Alouette until she shows them the money, and even then it's rather obvious that they're just entertaining themselves at the young girl's expense. It would seem at this point that there's no way to get their attention without outright threatening them.

But with the first piece of evidence that can be used against them, you'll have Terme's full and undivided attention. It'll also become very obvious that Terme does not intend to let you live with this information intact. The collective

departure of the "secretarial staff" should be enough to trip off some warning bells in your head.

Remember that escape plan? Hope you have it handy.

Negotiate is not a word in Terme's dictionary. A corporation of that size does not negotiate with little girls or their mystery backers. A corporation of that size eliminates their competition, and as it becomes obvious that the senior representatives are just stalling for them, it also becomes obvious that you and Alouette have both become targets for elimination.

Your new objective is simple. Get Alouette out safely, and ensure that the information you have on Terme remains safe. As long as you have both, you hold a certain measure of leverage. That is easier said than done, considering the waves of Adventurers and Golems that Terme can call forward. Alouette isn't a combatant by any means, so you're going to have to play escort. Hopefully you have some companions who can help clear the way.

Making it out of Terme alive is the first step – that information that you have on hand needs to be used quickly or Terme will find a way to invalidate everything you have, sending you back to square one all over again. The local authorities in the guilds are not likely to help you out at all, so you'll have to look for other means. There are probably parties out there who would care to deal with such sensitive information.

But if you're successful, you'll have trapped Terme in a corner, not necessarily the ideal position, but better than it being the other way around. Finally, they'll be willing to listen to Alouette's demands.

The little girl sincerely just wants Big Bash back, but you should have enough presence of mind and foresight to realize that any reacquisition of the company will only be temporary in nature. Nothing ends without Terme being removed from the picture.

Terme is more than willing to acquiesce to Alouette's demands unconditionally. As long as Alouette is willing to hand over all of the information she has on Terme, they'll give up Big Bash without another mention of the matter. Not that they're trustworthy. Still, the ball is now in your hands, what will you do to ensure that they don't come back to haunt the young heiress?

Recette

The stage is set for Recette to make her mark on the topmost playing field. With the auction house plan successful, it's just a matter of time until Recette's Candy Emporium becomes known all across the land. Hell, it's already left a sound impression in all of Pensee.

But achieving recognition is different from establishing necessity. Recette doesn't want to just become famous; she wants to make candy into a way of life – a fundamental necessity in everybody around her. Call it obsession, call it madness, call it whatever you will – but this girl is driven.

You've already made your mark once, making candy which people are willing to spend hundreds upon thousands of pix for. Now you just need to make candy that people are willing to live and die for; though hopefully it will be more the former than the latter.

Recette has fought off setback after setback, and her chain of successes and failures have instilled in her a resolute determination to see this through. The Confection Culture will become reality. To start off, she's going to need to redesign all of Pensee into her ideal home base, square one being her own store. It's time for a drastic makeover.

The people are certainly ecstatic – maybe they're looking forward to what flavor of insanity Recette will shower them with next, but there's a company who now sees Recette as a disturbing competitor for control over Pensee and the continent. Terme doesn't care for a "Confection Culture"; they want to see the country brought under their heels.

Terme follows the usual *modus operandi*, buy out the competition, or if that fails, use excessive force to wipe the competition off the map. Recette will reject the monetary dealing without another thought on the matter. Unless Terme is willing to spend all of their assets and dive into bankruptcy, Recette will not be yielding on this matter. It seems like the matter of the debt still hasn't been entirely forgotten.

But that means Terme will begin to lay siege on Pensee in a rather blatant attempt to squash this impudent little girl. You do have one advantage – Tear is rather knowledgeable in Terme's methodologies, and as Tear aptly puts it, this is an excellent opportunity for Recette to rise to the occasion. What better opportunity to garner even more popularity than repelling the Terme assault?

The siege of Pensee occurs on all fronts, and you have only your companions and a handful of Adventurers to rely on for the defense. Tear has a bit of magic which might come in handy – animating inanimate objects to use as static defense. Naturally, Recette will want to animate some candy, and oddly enough that might not be a bad idea altogether.

Terme is methodical, and their attacks come in steady waves meaning they're very predictable. If one wave is not enough to take down the city, they'll send a stronger wave, at least until they reach the point where they've reached a critical level in their losses.

Send them packing with their tails between their legs, and as long as Recette had a pretty good showing with her bizarre confection corps, you might be a lot closer to reaching her dreams than you think. As long you keep it up at a steady pace, this culture change that Recette is looking for will slowly take place. Recette taking hold of the Auction House also helps matters out.

Looking back, you've helped this little girl come a long way from being strapped in debt!

Euria

Things need to be settled with Terme once and for all. Terme has suffered extensive losses – and even the local authorities have realized by now that chasing after Euria is probably one of the worst options they could have tried. But you still haven't managed to strike at Terme – just the proxies that they've sent after you. While that was enough to put some stress on their pocketbooks, it was not enough to cripple them.

They might have let up temporarily, but giving Euria any amount of breathing room was probably a critical failing on Terme's behalf. After all, Euria has no qualms about making cutthroat deals when she sees it fit – and in this case, mercy would be for fools. She wants to see Terme eradicated.

It seems they have seriously underestimated this young woman's ability to hold a grudge. Euria has no hesitation in declaring war against Terme, given that you'll be the one bringing ruin upon their heads. Euria will help of course; she's already compiled a list of every single senior executive in the corporation, as well as the locations of their branch headquarters.

All you need to do is claim every site in Euria's name. The worst they'll be able to bring down on you is just a horde of dungeon manipulating golems. The

local authorities and the Adventurer's Guild are both pushovers in comparison. At this point, perhaps it's your own morality that poses the biggest obstacle to this undertaking. After all, is disproportionate revenge really the answer?

Euria will not be dissuaded and from the moment you strike, neither will Terme.

On one hand you have a stubborn young lady bent on punishing those who wronged her and on the other hand, you have a corporation who claims to be the word of law by merit of material wealth. Neither party will back down at this point. The more you try to talk them down, the more likely it is they will focus their grudge on you. Terme has all the more reason to do so as well, considering in their perspective, all of your possessions will belong to them eventually anyways.

So unless you're willing to whisk Euria away to some far away land and retire as a hermit, sooner or later you're going to come into conflict with Terme. This might be a good place to remind you to terminate your contract with them if you're still an employee.

Take their possessions away bit by bit, and you'll find that Terme also has a knack for disproportionate retaliation. With the fairies in their employ, Terme will start using them as war machines – transforming them into the Geddon Devices, hulking mechanical monstrosities originally intended to trample the kingdom into submission. A good team of Adventurers could handle them certainly, but you're up against a whole army.

It might just be easier to destroy their headquarters at this point.

Regardless of how you choose to end it, when the last vestiges of Terme are erased – Euria's campaign comes to an end. In its wake, the stock market which Terme owned has been left ownerless – at least until Euria takes possession of it.

Thankfully, while you might have found yourself in the strange position of fighting a war against a corporation, in the process, Euria's learned a rather important lesson – one to sate her selfish personality for a time.

Greed only begets greed.

Arma

Just as success seems to be in sight, Arma's past finally catches up to her. She is Terme property after all, and when the company hears word of what she's

made – they'll be here to collect on what they feel is rightfully theirs. After all, things made by employees of the company belong to the company!

Of course, the choice to defend the Crystal Palace is wholly up to you. You could stand aside and let Terme repossess the dungeon so to bolster their army. Maybe as an employee, this is what you were looking for all along. The moment the Terme collection officers come around, you're going to have to make a choice.

Hand over Arma and they'll let you go free. Defend the Crystal Palace? Well then you have a bit of a fight on your hands. Terme isn't known for having an excellent army, but they are known for having a massive one. Hopefully you're well versed in fighting off a significantly larger force.

At least you won't be doing it alone – Arma has arranged it so that the monsters will fight alongside you. Depending on the success of the "zoo", some Adventurers might even join in to help out. You'll have to ensure that not only are Terme's forces driven back, they also do not manage to abduct any of the Crystal Palace's residents.

Terme will likely send more waves than the Crystal Palace has floors, but keep them out for long enough, and they'll realize that cracking this dungeon isn't going to be any walk in the park. Cue the deployment of the Geddon device. You should be glad, they only have one here.

It's a monstrosity made to slaughter Adventurers, it possesses some of the most advanced armaments you've probably seen since your time here, but this mechanical behemoth is also probably the last obstacle standing in your way. Well, it's not like this machine is going to sit around and reason with you, so you better get to work on it.

Regardless of how long it takes for you to bring down the monstrosity, the message that you've sent out is clear.

Crystal Palace is Arma's turf [and probably yours too], and Terme will do well to stay well away from it. You'll probably have a bit of negative feedback as Terme tries to run their PR campaigns, but as long as some of the Adventurers made it out from the battle alive, the truth will be revealed in due time.

At the very least, Arma's dream of a monster theme park is finally realized!

-Man Behind the Mirror-

With your sponsored individual's target achieved, it isn't long until you are paid a visit by the mysterious Investor who ringed you into this in the first place. He applauds your work, especially if you had the initiative to eliminate Terme. As he puts it in his own words "Mr. Smith never really cared much for a monopoly, and Terme was starting to become an eyesore anyhow."

It now dawns on you that perhaps you've just been used as an agent all along – but all is well that ends well, considering you made it out relatively intact, and hopefully your charges did as well. You can't help but notice however, that he came with empty hands. Evidently, he's realized what you were looking for as well.

"Well, I did say there was something in it for you, but never did I say that it was going to come precisely from me." He gestures to the dossiers he has laid out on a table nearby – yeah, you remember these when you first took the job. "I would have thought you would have gotten enough recompense from these ladies here?"

Indeed, each person you took the time to help returned the favor by giving you a business card of theirs, allowing you to summon them at any time, any place. They consider you as a valuable accomplice – if not a companion outright. After all, you did do most of the legwork for them, right?

It is apparent to your Contractor that this isn't enough, because he does pull out a briefcase out of thin air. Must be magic. In it is a detailed series of plans.

"It wouldn't be fair to the ladies for me to take their dreams and hand them to you, but I can offer you something else instead. A replica of what you worked so hard to create." Depending on which person you assisted in the third and fourth round of investment, the blueprint issued to you is slightly different.

Should you have assisted Alouette, the blueprints will shift to deploy a chain of small stores in multiple towns where you go. Naturally, you could use these as a storage space – but customers do come in and buy things from them, so you should stash your treasured items well. The standard wares however, as befitting Alouette, are pricey clothing of different trends.

Should you have assisted Recette, the blueprints – as you may have expected – turns into an auction house for candy. Seriously, you're only ever going to find candy here, but the majority of the sweets you find in here stretch well

into paranormal territory. You should really be careful before you eat any of these! Maybe a taste tester would be good too.

Should you have assisted Euria; the blueprints shifts into a bizarre marketplace filled to the brim with counterfeit items. While you should know well enough not to buy anything from this marketplace, do be aware that others around you don't have the same awareness. So if there's anybody whose wallet you would like to keep intact, it's best to warn them beforehand.

Lastly, in the event you assisted Arma, the blueprints literally draw out a plan of the Crystal Nightmare dungeon. Indeed, animals and monsters roam rather freely in this plot of land, and it's probably best for the local inhabitants if you could fence it off somehow.

While you can freely deploy these locations at will, keep in mind that should you retract it into the blueprint, it will revert to its basic state once deployed again. The blueprint might be magical, but it certainly isn't smart.

"With that, I believe our business is concluded? It's certainly been my pleasure colluding with you, but now I'm sure you have more pressing matters to attend to." And indeed, maybe you do, after all, your ten year stay here in Pensee may well not be over so soon. The remainder of your time will be used at your own leisure. Hopefully you didn't leave too many remnant Terme cells about.

[Ten Years in a Marketplace]

Oh, you've returned to us again? Just in time for departure as well. So, just a short pause before you decide on what to do next, how did you like your time in Pensee? We certainly hope it was to your satisfaction, even if the pace does seem quite a bit slower than what you may be used to. Now then, pleasantries aside – it's time for you to make one last decision.

1) Return to Sender – Did your stay in Pensee give you a realization in terms of going back to your own point of origin? Well, we can certainly arrange for you to head back home – with all your possessions intact. This will conclude any further business we have with you, so best of luck.

2) Settling Down – Well, that's an interesting choice. So you've decided that this sort of pace suits you best? That's easy to arrange – especially if you've already made your mark in Pensee already. Again, this concludes our business, so best of luck, but I don't think that really bears repeating.

3) Message in a Bottle – The mystery door always suited you the most, didn't it? Haha, ignore this old man's ramblings and go on already. Perhaps we'll see you again, perhaps not. Until another time, another place.