

Welcome!
Please take whatever seat you'd like, and we'll be with you shortly.

In one world, an Earth you have likely seen before. Plain, unassuming, filled with people who simply live day to day focused on one thing or another. In this Earth there is a small restaurant, hidden along a small alleyway in an unassuming business district of Japan. The Western Restaurant Nekoya, run by the second-generation son whom most call simply "Tenshu" or "The Master."

On the other side, a world of magic and fantastical adventure, with no name beyond "The Other World." Seventy years ago, the Demons' War of Conquest was waged, with four legendary heroes slaying the Demon Lord and bringing about a golden era of reconstruction and peace to much of the land. Wizards and warriors, beastmen and elves, and even more enchanted lands beyond. Ordinarily, the two would never interact.

But for the door of the Western Restaurant Nekoya. Every seven days, on The Day of Satur (or on Earth, Saturday), the door to Nekoya can appear anywhere within The Other World. In the deepest cells of the Empire, abandoned caverns and treasure hoards, and even upon the surface of the moon. Only told of in legends, the restaurant has taken on another name for these denizens of The Other World.

The Restaurant to Another World

And before we sit you down:

+1,000 CP

Now. Let's get one thing straight here, if you wouldn't mind.
Your Starting Location... Eh. It doesn't really matter, in the end. You can choose whether you end up on Earth or The Other World.

Regardless of which you choose, you will almost inevitably wind up involved in the affairs of the Western Restaurant Nekoya – after all. It IS the focus of these stories here. In fact, two of the Origins down below will ensure you're more than acquainted – even working side-by-side with The Master.

Now. Let's get you fed and prepared for your stay here, shall we?



Origins

Now now, I know about your usual menu of options. You'll be able to choose if you'd like a proper set of memories later down the line, if you want. Now go on, pick your choice. Your age in years is determined by a 1d8+21. And don't worry if you don't choose Human in the section past this one – it'll simply be your "equivalent," like how Aletta or others look to be teenagers, yet are in their 50's.

Chef

Huh, so your expertise is in the culinary arts, hmm? Interesting, and it appears you've been hired on at just the restaurant we were talking about. In fact, The Master seems to trust you enough that he's invited you to come in on Saturdays. Oh, and I've gone and spoiled the surprise earlier that he was going to show you – please try and act the part, could you? He's a fantastic person to work for, and I'd hate to disappoint him.

Waiter / Waitress

And while the chef works his hardest in the kitchen, who else but you is running between the tables and the window? Taking orders, chatting up the patrons, delivering meals and drinks with speed and efficiency. Whether you were a recent hire or someone just coming in on Saturday morning because they forgot something, you'll be introduced to your weekend co-worker on the same day they're hired by The Master. Do treat young Aletta right, could you? She's been through so much in The Other World because of her demonic heritage, and working with both you and The Master will do wonders for her confidence and ability.

Local

Ah, but you're a denizen of The Other World, are you? Your story's no doubt quite interesting – after all, those who find the doors are often those conflicted or adventuring for one reason or another. Ah, but come in, sit down – you'll find on this fine Day of Satur that The Master has hired on a fellow from your world for these days as well! Young Aletta is doing her best, so enjoy your meal and the fine company of Nekoya.

Race

Ah, and here's a wonderful selection. You see, instead of being a human of Earth for **Waiters/Waitresses** and **Chefs**, you can instead select to be one of the non-human (or human, if you really want to) origins of The Other World. This will change your introduction, of course – and also, your working hours. Instead of working your scheduled days on Earth, you'll be coming in on the Day of Satur – once every seven days. The Master will still pay you well, of course.

Human: Not much to mention here, as I'm sure you're more than well acquainted with humanity by now. If you choose to start on Earth, this is the ONLY choice you may select.

Elf: The sharp-eared and long-lived people of the woodland realms, elves are most at home amidst the deep forests and wild places of the world, yet are still quite civilized. Unfortunately, your people's magical bodies and beliefs leave you quite restricted in diet – strictly vegan, with no meat or similarly animal- derived products… Also for some reason there's a similar restriction on gluten. I can't tell why, no.

Dwarf: Short. Stocky. Bald and bearded. Dark-skinned, and a hankering both for well-brewed alcohol and the taste of seafood. Dwarves here are much like dwarves you'll find elsewhere, for they are fantastic craftsmen and rowdy drinkers.

Beast-Men: If it is a terrestrial animal that can be found on Earth, then rest- assured you will more than likely be able to find a beast-man example of them in The Other World. Each demonstrates the strengths and weaknesses of their species, combined with those of a humanoid build. This comes with all the difficulties of such a large range of palates.

Siren: The beguiling singers of the oceans, sirens much resemble humans – except for several major differences. They have soft, fluffy wings growing from their back, that seem to be in perpetual molt and yet are always capable of flight. The lower legs are instead built like those of birds – talons capable of grasping and scratching through trees (and shipwrecks). And finally, their voices, when thrown into song, are enthralling – putting any in range of hearing under a trance that draws them in the direction of the beguiling music.

Mermaid: The half-fish, half-human denizens of the great open sea, mermaids are much like those of legend. Aiding shipwrecked sailors, worshipping ocean- borne gods, and enjoying the freedoms of the open waters. Should a mermaid need to go onto dry land for any reason, they can transform their lower halves – gaining the clawed legs of a dragon.

Fairy: Diminutive humanoids with sharp ears, the wings of bright and beautiful butterflies, and a great connection to the magicks borne of nature – be it moulding trees into structures or conjuring great, vine-twined golems into being. Currently, all fairies are considered members of the kingdom of one Tiana Silvario the 25th – a mighty, yet fair, ruler of her people.

Half-Elf: Elves are a mysterious people, frequently mistrusted amidst human society. Half-elves even more so – for when the blood of an elf leaks into one's lineage and bloodline, even two humans could give birth to half-elf spawn. Cast out by both sides of their heritage, many half-elves make their fortunes as mercenaries and adventurers – professions that vindicate skill over looks. Half- breed discrimination at its finest, unfortunately. In good news, you have inherited the long-lived nature of your elven blood – in seventy years you won't look as if you've aged a single day.

Demon: But now, if you want to hear a tale of discrimination and racism – look no further. Though it has lightened in the last seventy years, the Demons' War of Conquest still burns in the minds of the populace. The Demon King, using the excuse of his race's blessing by The Demon God (shown in their bodies bearing weird and wondrous traits that differ wildly between individuals), sought to conquer and forge an empire of his own.

And he's not wrong on at least one note. All Demons resemble humans, but for ONE odd quality about them. Some, like Aletta, merely have horns or some other physical trait that makes them stand apart. Others bear monstrous forms with raw strength or magical power, or have flesh that can turn into slime, or any other number of useful attributes.

If you wish to be a Demon, you can be one for free if your odd quality is merely cosmetic, such as a set of horns as an example. For something greater than that, you'll want to shell out an offering of **200 CP.**

Perks

Discounts are 50% off for the listed Origin. ***100 CP*** *Perks are* ***free*** *for said Origin. Please enjoy.*

Memories (Free – Optional): Should you desire, you may have a background that suits your Origin. Memories, a family, friends, history and accomplishments, all before you "arrive" as your true nature.

Always A New Dawn (Free for All): Able to be toggled on or off, you have a small track of music that seems to follow you wherever you go – ambient, unnoticed by all except those you accept listening to it, and written just such that it is both uplifting, yet not distracting.

And while this music plays, one can't help but have their senses be drawn to the world around them. As if like a sauce drizzled over a cutlet to enhance the flavor, the music that plays with you from here on out draws out the detail within the world. Smells seem fuller and richer. Colors more vibrant and detailed. Every day will stand out, and make the world seem… Just a little bit more beautiful. Worth living in.



The Kitchen Essentials (100 CP – Free Chef): Whether you're self- taught, learned from a prestigious academy, or absorbed knowledge as you were in your grandma's kitchen, you now have the basics of cooking just about any variety of meal that could be served in a nice little restaurant like Nekoya. But that's not all – even if your food is simple family affair, like pork cutlets or omelette rice, it gives off a comforting and warm feel. People who eat your food are more at ease, able to relax and enjoy themselves.

Sit Down or Get Out (200 CP – Discounted Chef): As comes from cooking for a restaurant that connects to a myriad of lands in a fantasy realm, one's patrons may prove disagreeable – maybe even slightly pushy or mad, as you'll no doubt experience. Now you give off the voice and air of someone worth listening to in such regards – able to put these brief squabbles to rest with a simple, yet stern word. This effect is stronger if you find yourself as the owner, or similar higher-up, of the establishment this is taking place in. Stronger still if you're supplying food – the threat that they might not get to eat here again is FANTASTIC persuasion.



Coming Right Up (400 CP – Discounted Chef): As you'll no doubt discover, being attached to The Other World will make you frequently run into some strange palates. Elves can't eat meat for magical reasons, as an example, and The Other World's fruits and vegetables – while like Earth's – all have strange and differing tastes. You're quick on the fly when it comes to this, able to improvise, adapt, experiment, and modify any dish to fit any taste or requirement. With time, you can apply this improvisational skill to other trades as well, or even overcome certain boundaries and other issues. Making meals normally toxic to certain palates perfectly safe to eat for all is right in your alley.

One in A Million (600 CP – Discounted Chef): There's one thing you'll notice, working at the Western Restaurant Nekoya. Every patron who comes in has a story, or baggage, or something eating away at them. It's the actions and food served by The Master – or, in Lionel's case, the grandfather who ran Nekoya before – that help them.

You've gained this strange, mysterious trait as well – your words help give confidence and hope where there is none. Your actions serve to build your friends, colleagues, and patrons up – whether it's your food giving someone renewed energy to run an important message to its destination, or bolstering and giving hope and rejuvenated strength to a slave fighting for his freedom. Inspiring others to improve their own works, becoming better, is all just a side effect of them meeting and interacting with you.

I should hope it would go without stating, but these effects are distinctly empowered when communicated through the medium of delicious meals.

Welcome! (100 CP - Free Waitstaff): The chef prepares the meals, and the patron consumes and pays for it. You? Are the go-between. The wait staff are the face of the restaurant, and you are the perfect example of such. You can maintain a polite face and cheerful smile always, even if inside you're muttering dark and deathly threats on a particularly rude customer's life. Your service is impeccable - the only wait time a customer might suffer is that which the chef takes to prepare the meal, or if the restaurant is truly packed to the rafters. In cleaning, you can leave an entire shop or eatery spotless with minimal effort. You also make your uniform look *good*, whether it be a frilly maid's frock or a fine waiter's suit. Truly, the front of the house is blessed to be staffed by you and yours.



Deep Breaths (200 CP - Discounted Waitstaff): Patience is one of the biggest things you must learn in the waiting business - for there will be days when your shop is jam packed and you're running to and fro with nary a breath to spare for yourself until break time or closing time. Let us help you with that, shall we? You'll find your ability to keep calm and focused under pressure - to patiently approach each customer regardless of their ills, woes, and rudeness - drastically clarified and enhanced. No more will you find your patience wearing thin, your nerves fraying to the point of breaking, or your exasperation reaching its limit and spilling over like a mug of beer with too much head.

I'm Just the Staff (400 CP - Discounted Waitstaff): You'll find clients can be quite judgmental at first, often for the strangest of reasons. Sometimes you will experience prejudice due to your race, your background, of even just your looks. Or perhaps a secret once hidden was suddenly revealed that caused scorn and hate to pile down upon you. Poor Aletta and her horns can attest to that. So here, I give you the gift of tolerance. Those who would normally judge you simply because of these petty details will find themselves instead viewing your good qualities instead. They won't see your horns, they'll see the professionalism in your service. They won't see your low birth, they'll see your determination. In short, from here on out you will be judged on your merits. I leave it to you to prove yourself.

Small Grain (600 CP - Discounted Waitstaff): Being alone for most of your life... It hurts, doesn't it? Life's struggles are harsh enough, and to compound loneliness on top of that is to invite despair, hopelessness, and a loss of purpose besides. No living thing should suffer such an existence.

While you might often find yourself put on the spot, you are now a magnet for people. Not just regular, humdrum people of day to day. No, these are the people you stand a good, non-zero chance of connecting with. The kind of people that if you but put that first hand forward, could become the strongest of bonds and iron-hard friendships. Will always give you a hand to pull you back up and help build you up when you feel low. From these same people, the ones who could be the best of friends, you find that you learn more of... whatever it is they want you to learn. It's as if you're absorbing the information like a sponge, whether taught directly or learning in passing.

You need not be alone anymore. All you need to do... Well. Those bonds won't be made if you don't make the first step, okay?

Mana of the Other World (100 CP – Free Local): A world of fantasy and magic, all beings born in The Other World are capable of wielding mana to create enchantments, elemental attacks, and anomalies such as the door to Nekoya. You start out as a fledgling in learning this world's magic. Now, one thing to note: In our snapshots of life at the Restaurant to Another World, we don't see much of this world's magic in use. We know that one half-elf magus is attempting to invent refrigeration through ice magic; We know that a desert kingdom is preparing its greatest export of iced coffee; And we know that the front door to the Western Restaurant Nekoya is enchanted to, every seven days, be trans-dimensionally summoned to a myriad of different locations in The Other World. Use those as your parameters for learning and experimentation.

A Strange Coincidence (200 CP – Discounted Local): The Master has lost count of how many people have found his restaurant – both on Earth and The Other World – through sheer coincidence or chance of fate. And one of them not only received work and friendship through discovering her door, but also more permanent employment on the days between The Day of Satur. Strange strokes of chance and coincidence now follow you – helping you find the strangest of things in day-to-day life. Sometimes, these simply serve to break up the monotony. On chance occasions, however, these rare moments will benefit you in some major way. Just ask Aletta.

Messenger (400 CP – Discounted Local): Even when faced with hopelessness and attrition, many of the Other-Worlders have shown a strong tenacity and will to keep going. One man against all odds invented pasta, and became a merchant king. Another man delivered an emergency message, despite starvation and his horse's death, and saved hundreds. Your mettle is stronger now than it ever has been, allowing you to push forth against all odds.



Little by Little (600 CP – Discounted Local): Despite the idyllic and fantastical face of The Other World, conflict still has its claws sunk deep. Not seventy years ago the world was saved from a demon lord's conquest. Slavery still exists, and racial hatreds and tensions still run deep in many veins and minds. Not many are willing to bridge these gaps, for fear of retribution and for how futile it seems.

None except you. It takes but the smallest of similarities, such as the appreciation of a fine meal, and you can use these small details to bridge the divides. To help those who would kill each other at first sight come to terms with one another's differences. This is just the start. Over time, you can make one admit their wrongs to the other party and help them find forgiveness. Or forge alliances between nations that ordinarily would have never considered it or even meet in the first place. In this age, where hate still runs free, you might be the only hope of burying that hatchet.



Items & Property

*As with the above section, each Discount provides 50% off, with **100 CP** Items being offered for **Free**. Also keep in mind, all Items can be purchased multiple times. Do enjoy yourself.*

The Uniform (50 CP – Free Chef and Wait Staff): Nobody works in a restaurant in just their everyday clothes – you'd be a fool to think otherwise. So, here's what we got you to get you prepared for your new job: Chefs receive a plain white apron, with black shoes and slacks, chef's coat, and toque. Waiters & Waitresses receive variants of the established Butler or Maid outfits, with accompanying aprons.

All uniforms purchased with this option bear the same trait – when dirtied in the line of duty, they are remarkably easy to clean. As well, they repair themselves if damaged, whether from scuffing and cut fibers. This all makes it easy to maintain a professional appearance while providing great service, whatever is thrown your way.

How can a hard worker be expected to keep up with their schedule with just one uniform? Oh… Just wait.

Living Garments (50 CP – Free Local): Well, there's not much "dressing up" I can do for this menu option, I'm afraid. Simply put, regardless of your social standing, life in The Other World does entail working on occasion. So, with this – you'll receive a durable outfit. Fanciful, plain and unassuming, I'll leave that up to your tastes to figure out. But regardless of what you pick, it will be able to withstand the rigors of labor and life – whether you farm, work the smithy, clear the stables, or run a caravan or shop.

As with the above, just wait and see what else is in store.



Your Tools, Master (100 CP – Free Chef): Knives, pots, pans, spatulas, rolling pins, sheets, cooling racks, and I could go down this list forever. In short – you receive all the tools you'd need for your own professional kitchen. They arrived packed in professional boxes, are top-quality, and should you ever run into issues – like denting, chipping, warping, or just the rigors of overuse? Simply pack the equipment in the box again, wait two hours, and you'll find they have been traded out in those boxes for completely new and ready-to-use copies.

Grocery Delivery (200 CP – Discounted Chef): You have a phone number now, written on a crisp and clean Post-It note that will never be lost. Calling this number gives you a kid named Takumi, who will ask for your order. This is how you will get the groceries for your food – if it can be obtained by a teenage delivery boy from downtown Japan or its equivalent anywhere else, Takumi will find your groceries for you. He will arrive at your designated meeting location on a moped, with every item you asked for stacked perfectly on the back of that moped, even if the stack itself gets precarious and ridiculously tall. You just need to pay him, and he will get those groceries unloaded for you, and be on his way.

You are his number one customer, just remember to treat him well.

One Man's Apartment (400 CP – Discounted Chef): Nobody lives at their job, sir. And for no rent required, you'll find that you're now the proud tenant of a perfectly comfortable for YOU, specifically, apartment. Sized to be comfortable for you (within reason for Earth construction), temp controlled, comfortably furnished, well lit, and perfect for a full-time chef's living. Comes with a laundry chute which, if you throw down your filthy clothing – even those not purchased here – will be shot back up in a neat brown package, perfectly clean and ready to use again.



Isekai Shokudou (600 CP – Discounted Chef): Well, well,well. Congratulations! You've come into the deed for your own restaurant, a small but popular abode much like the Western Restaurant Nekoya. The main dining hall is just wide enough to fit about forty or so people, with an aesthetic of your choice and a record player situated close to the kitchen door playing music of your choice. The kitchen is always spick and span regardless of how much of a mess you make, with enough storage space to fit all the tools you receive from **Your Tools, Master**, and a reliable set of appliances including: stove-top, grill, fryer, pressure cooker, oven, and steamer.

There is a small employee's room through the kitchen as well, for you and yours to take your breaks; wash up before, during, and after shifts; and just meet up. Instead of a walk-in fridge, to save space, there is a small cargo elevator in the kitchen leading to a basement level – completely refrigerated for perfect food storage.

Should you have purchased **One Man's Apartment**, you will find that you may install it as an upper level accessible through the restaurant's cargo elevator.

After your time in this world is up, you may choose to have this restaurant appear in each new world you visit. Alternatively, you may attach it directly to your Cosmic Warehouse or other property that follows you between worlds.



No matter which option you pick, every seventh day the doorway will magically insert itself in other worlds, attracting in all manner of guests. Earning their business and cooking for the wide variety of palates you encounter this way may be challenging, but a true chef would rise to the occasion. [Note 1]

Box of Cookies (100 CP – Discounted Waitstaff): While the restaurant is sure to keep you busy, time will always be found for a break. And what good is a break without a light snack to recharge yourself? This tin box of delicately crafted, assorted cookies comes from the bakery just upstairs of the Nekoya, all crafted by the hands of a lovely woman who puts as much care into her goods as Tenshu does into every plate. Each box contains thirty cookies that will never go stale. Once emptied, a fresh box will be delivered the very next day. Try not to overindulge. We sympathize. They are delicious.

Magic Wardrobe (200 CP – Discounted Waitstaff): While this rather old fashioned, heavy wooden wardrobe doesn't lead to a magical realm, it is rather more than it appears to be. A gentle magic sleeps under the rich, dark finish. Any clothes hung inside its double doored cabinet will be cleaned and repaired in a flash. Just close the doors and it is done. Should you require a second or third change of clothing, simply ask it politely and leave the outfit you wish to be duplicated inside overnight. In the morning, the wardrobe will have made a second one just as requested.



Sturdy Weapon (100 CP – Discounted Local): The Other World, the one not occupied by Nekoya, can be a dangerous place. Wars break out, outlaws prey on the weak in places, and wild beasts still hold sway in the many untamed corners of the land. Having a serviceable weapon by your side will prove invaluable to your survival, so please, take one of your choice. Just keep in mind the current technology level.

Prototype Freezer Box (200 CP – Discounted Local): While a certain half-elf has yet to begin making these wildly available in The Other World, we happen to know she has managed to complete this magical marvel. We have prevailed upon her good graces to have her craft a second one, which we now offer to you. It is made small and light for easy transporting but is more than capable of holding several meals, or a week's worth of snacks. Any food placed inside will be kept cold and fresh for… well… ever. It is magic after all. Just remember to put the lid back on.

A Place To Call Home (400 CP – Discounted Local & Waitstaff): Everyone has a home to come back to. A place to relax and digest all the experiences of the day and, perhaps, relate them to those precious to them. This house is a simple affair containing a common room, small kitchen, a pair of bedrooms, and one shared bathing chamber. But what it lacks in space it makes up for in comfort. The furnishings are plush and inviting, the beds inexplicably calming, and even the bathing chamber seems to coax out relaxing sighs. What exactly this home looks like we will leave in your capable hands. Depending on your race and situation, it will likely vary far more widely than we can account for.

After you leave this world, this house will follow along after you. It will meld seamlessly to a property you already own, such as the Cosmic Warehouse, or simply place itself into each world somewhere near where you are inserted. At your choice.

William Gold's Treasure (600 CP – Discounted Local & Waitstaff): Ah, ha! No no no. Apologies for the misleading name, but this item is no chest of gold or gems left behind by the famous adventurer. This is his true treasure, the one he only mentioned in his secret, hidden journals. Of course, by now you have likely already guessed what this is.

It is one of the magic doorway leading to the Nekoya restaurant. Like any of its brethren, this door can only be used once every seventh day. It will also seem to disappear to anyone who enters and then exits the dining area inside. However, unlike the naturally occuring Nekoya doors, this one is portable. You can place it on any wall or in any doorway and it will melt itself into the structure as if it had been built there. This is only an illusion however and the door can be easily picked up and moved again.

Don't worry. We know of your arrangements and you can rest assured this will not interfere with time's passage, or lack thereof, when you leave this world. We only ask that you not think about it too hard. A chef must have a few secrets after all.



Customers and Helpers

No man is an island and neither is a Chef.
Feel free to browse our selection and let us know if anything strikes your fancy.

How Many In Your Party? (50/200 CP): Ah! So you have brought along some others to enjoy the food? Well, the more the merrier. This option allows you to import a single Companion you already have for **50 CP** or up to eight Companions for **200 CP**. Each Companion may choose an Origin and Race, except for more expensive upgraded Demon Race, and will also receive the 100 CP and 200 CP Perks from their Origin. As well as a Uniform or Living Garments, as appropriate. Should you desire to meet someone new during your time in this world, simply give us a brief outline of the qualities you are looking for and we will do our best to seat you with a suitable guest.

I'll Have What They're Having. (100 CP): You wish to know the name of one of our usual patrons? Why certainly! We would be happy to introduce you two. After all, food and conversation go so well together. While we cannot guarantee that you will hit it off with them or that they would want to leave this world, after all, certain individuals here are very dedicated to their current situation, you will at least encounter them on a regular basis. They will, at the very least, entertain the notion when you ask them.

Part of Her Hoard (500 CP): Oh, oh my. This is truly unexpected. It appears that a certain party has asked to sit at *your* table. And we are in no position to refuse her. The Red Queen, one of the Six Great Dragons who helped defend The Other World for untold millenia from the Chaos and rebuilt it after the fighting was finished, has taken a special interest in you. Perhaps she considers you valuable and wishes to add you to her hoard. Or maybe she simply wishes to indulge in a little travelling with an interesting mortal. Whatever the reason, the Red Queen will now spent an inordinate amount of her "protecting" her claim on you.

Of course, should the Red Queen be a little too… aggressive for your tastes, we may be able to divert her interest. But another will step into her place. Perhaps you will draw the attention of the silent Black Dragon of Death, Kuro, who currently is waitressing at Nekoya. Or one of the other four Great Dragons instead. Though, truth be told, we know very, very little about any of them. What their personalities, or even powers, would be like would be anyone's guess.

Drawbacks

You may choose as many Drawbacks as you wish.
*You may gain a maximum of **800 CP** through Drawbacks.*
Please do not overindulge. Even the best spice tastes better in moderation.

A Truly Impressive Appetite (+100 CP): You've got a stomach that would make a Dwarf jealous. Eating seconds, thirds, even fourths isn't so much a matter of desire with you, but one of necessity. You require a staggering amount of food at every meal to feel full. A dinner plate for anyone else will feel like simply a light snack to your digestion. At least the chef will appreciate your enthusiasm.

Enthusiastic Diner (+100 CP): We understand having a burning passion for food, possibly better than anyone else, but we are going to have to ask you to quiet down please. You're disturbing the other patrons. You are entirely too loud and vocal about your appreciation of your meals. Descriptions of the texture, flavour combinations, and even temperature pour from your lips between each bite. A chef's stern glare might quiet you down for a little while, but soon you'll be back at it again. Even mute, you'll make your opinions known somehow.



Unexpected Guest At The Table (+100 CP): We're dreadfully sorry, but we seem to be so busy tonight that there simply isn't a free table in the entire restaurant. Perhaps you wouldn't mind sharing a table with someone? You will never be able to eat a meal alone during your years here. Friends will find you and want to chat. Acquaintances will find some matter that urgently must be discussed. Even friendly strangers will plop down across from you just when you think you have a moment to yourself. None of them will take the hint if you try to be tactful about your desire to enjoy a meal in peace, and if you are rude about it you will hurt their feelings. At least meals won't be dull.

As Silent As Death (+200 CP): Giving voice to your appreciation of a meal is sure to make any chef's heart glow with pride. Unfortunately, it appears you have lost your voice entirely. No sound will pass your lips during your time here. This is sure to interfere with your abilities that rely on such, but perhaps you have other methods of making your voice heard. Those have no been tampered with.

Adventure Lust (+200 CP): Eager to get out and see the world are you? Though, eager is putting it rather mildly in your case. You have a desire for action, adventure, and exploration strong enough that some people would consider it a curse. Whether you are searching for lost treasures, forgotten civilizations, or simply looking for an excuse to get out of the house, you are rarely going to be found at home. Of course, you can take a few days off here and there between adventures to rest up. But anything more than that is going to have you climbing the walls with cabin fever. At least you'll be able to stop and enjoy a meal, even if you would much rather have it to go.

The Smell Of Conviction (+200 CP): While we understand the enthusiasm for all things culinary, we believe you may have taken things a step too far. You have become obsessed with the idea of creating the perfect cheese. Which, incidentally, has become your favorite food. In and of themselves, neither is truly horrible or even debilitating pursuits. Especially considering you can still enjoy other foods. But, rather… to put it bluntly, you stink. You smell like old feet and rotting garbage from your attempts at fermenting cheese in your rooms. It clings to you despite any attempts at frequent bathing, which you rarely attempt because you believe it smells like heaven. Expect to cause issues due to the smell that surrounds you and your rooms.

Unrequited Love (+200 CP): Love is a terrible, many-splendored thing. It can give the heart wings or tie it in knots. The emotion can give the tongue a talent for poetry or the ability to trip all over itself. We regret to inform you that you are now heavily in the latter category. Someone in this world has, or soon will, catch your eye and you will develop intense feelings for them.

We doubt it will be who you expected it to be, so do not believe these points are given freely.

When in their presence, which fate will conspire to manage at least once each week, you will find yourself acting just as an embarrassed boy with a crush. You will hesitate to speak, to share a table with them, or even remain in the same room as them for too long. However, we firmly believe even the highest mountain can be climbed with effort and determination. You may, eventually, be able to make small steps towards the one you desire. Expect a long, glacially slow courtship if you insist on pursuing them.

Freedom Must Be Earned (+400 CP): Oh dear. It appears your situation has changed dramatically. We can only hope the sacrifice will be worth it, in the end. You have been pressed into service as a gladiator in the arenas of The Other World. While you retain all of your powers and abilities, your Benefactor has agreed to hand over your leash for a short while.

You will be kept as a slave to the arena pits until you have earned enough to buy your freedom. No amount of outside gold will persuade your new master to give you the freedom you desire. It must be earned here. How much? Well, if you became the new grand champion of the arenas and fought every day for a year, you might have just enough to buy your freedom. Ah, we also regret to inform you that unless you aquest to these limitations, you will forfeit your… situation. That is to say, you will be sent back home.

Your skill will be tested by the best this world has to offer. And while that may not be a trying task for someone as mighty as yourself, you will need to make the fights look good. Defeating all your opponents in a single blow will displease the crowds. And displeased crowds will not bet on a sure thing. Which means no pay for you.

A Truly Terrible Curse (+400 CP): You have our most sincere apologies, but this is far more horrifying than even we could have predicted. It is not something we would wish on even our worst enemies. But sadly, it has come to this. You have lost all sense of taste and smell while you are a part of these worlds. No matter which exotic senses or magic you apply to freeing your tongue and nose of this bondage, they will fail. We feel it is obvious the impact this could have on anyone aspiring to be a chef in this world, but even those without such dreams will feel the disappointment. After all, what is the point of finely cooked food and mixtures of flavors if it all tastes of nothing to your?

The Final Course

We're sad to say, but the time has come to stand up from the table.
There are no more courses to deliver. And nothing else save for the bill.
All Drawbacks are revoked when your time in this world has ended.
***RestaurantAnon** and **Yorokonde** truly hope you have enjoyed yourself.*

Check please.

A full stomach and excellent conversation hasn't been able to satiate your desire. So instead you turn away from this world and the others yet to be experienced. You will be returned to the reality which you originated from along with all the items, perks, companions, and anything else you may have picked up during your travels.

I'd like to thank the chef.

You've discovered a taste or experience in this pair of worlds that you have been unable to find in any other. Rather than leave, you wish to stay here. And we will be glad to let you do so. You may keep everything which you have gathered in your travels through the many worlds up until this point. We hope to see you again soon.

This may be the last time I walk through this door.

We are saddened to see you go on such a permanent basis. But we understand the draw of other worlds with their infinite variety of dishes to dine upon. You may continue to the next world in whatever manner you have worked out with your Benefactor.

No matter which ending you choose, as a final parting gift, The Master has prepared a meal and packaged it for your journey. This container holds one final, if oversized, portion of your favorite dish from this world, as well as instructions on how to make it yourself.



http://www.wikiwand.com/en/Restaurant_to_Another_World

Note 1a: No matter who, or what, is attracted through the magic doorway of **Isekai Shokudou**, they will not stay or leave behind valuables greater than the price of their meal. So while you may encounter heroes, civilians, or even villains you have met in the past, they will only want a meal and possibly to chat for a while before returning home. Behave reasonably and use this option in the spirit it was intended. Don't make me get The Master.

Note 1b: Should you pick the **Local** Origin and still buy **Isekai Shokudou**, it will result in your kitchen appliances running off of wood and/or magic, instead of electricity and gas as normal.

