

11. The Mansion is invaded by 1d6 Bat ponies (Attributes 2/Spirit 5 each)!
12. A stubborn donkey (Attributes 2/Spirit 10) refuses to move from the Mansion's flower garden!
13. A vase in the foyer breaks revealing a treasure map, but the treasure is located in a field of Poison Joke!
14. A mysterious thief left a notice! If the maids don't make sufficient preparations, the mansion's most valuable object (the maids can decide what it is) will be stolen!
15. An evil dragon (Attributes 5/Spirit 10) appears in the mountains and threatens to burn down the mansion!
16. A secret entrance is found under one of the bathroom rugs, leading to a dungeon full of traps!
21. The master's mother visits the mansion! The maid with the highest Affection makes a good impression and earns 2d6 favor!
22. The mansion is haunted by ghosts of maids past! One just won't go away (Attributes 2/Spirit 10 and a randomly rolled Trauma).
23. While attempting to cook, the master sets the kitchen on fire!
24. The Master gets an invitation to a party at her rival's home. Is it a trick?!
25. The mansion runs out of Alfalfa, and the Maids must purchase more in town... quickly!
26. A rampaging mob of fans comes to the mansion! No matter how many you defeat, there seems no end to it! Escape while the Master is safe!
31. Too many maids! A botched spell splits a random maid into 2D6+2 miniature versions of herself, which promptly run all around the mansion. If the other PCs care about fixing her, they'll have to catch all of the miniature ones and smoosh them together.
32. A random maid adds too much baking powder to the cake she's baking, causing RAPID EXPANSION!
33. A spell takes a turn for the worse and causes eternal night!
34. Magic clones the master! Which is the real one?
35. The plants in the garden mysteriously wilt, and water freezes shortly out of the faucet. Find the cause!
36. Somepony put poison joke in the Mansion's water supply, causing everyone to gain spots!
41. A dimensional rift opens up, sucking the master away and replacing them... with their future self!
42. The Pegasi lose control of the weather factory! There is a sudden downpour accompanied by lightning. Despite being inside, the Master takes 2D6 Stress!
43. A mail-order package arrives containing a mysterious item! The maid with the highest Luck gets one item rolled at random!
44. The seasons go out of whack due to a malfunction with weather machinery... find the culprit!
45. Rainbows were baked into the master's favorite donuts, causing everypony to become a Hot Pony! Find a way to cool them all off!
46. The Gala dresses Rarity made for the maids have been eaten by an invasion of moths! Stop the winged pests and save those dresses!
51. The Milk shipment from the Dairy arrived late, and the ponies can't make their Hearth's Warming Eve Pudding!
52. It's Hearth's Warming eve! Pick a present for the Master!
53. Winter Wrap up has arrived! Winter has ended and the Ponies need your help to end the Winter and begin the Spring!
54. A magic spell has caused a random maid to blow up like a balloon! Find a way to stop her from

floating away!

55. Something is about to fall on the Master's head! If someone doesn't get an Athletics result of 10 or higher, the Master will take 10 Stress.

56. While out for brunch with the master, she gets sick! Get her back to the mansion!

61. A mysterious masked filly causes trouble at the mansion, breaking many things before disappearing into a puff of smoke! A maid who gets a Skill result of 10 or higher can find her and get 2D6 Favor.

62. The master drinks a love potion. The next pony she looks at, she will fall madly in love with!

63. A Cutie Pox outbreak! The maids must gather ingredients for the potion needed to cure it!

64. The master trips on their own hooves and sprains one! The maid with the highest Skill treats it, earning 2d6 favor!

65. A random maid falls into a well and takes 2d6 Stress! Rescue her!

66. The hired butler is actually a vampire [Attributes 3/Spirits 10] and bites the master! Find a way to cure her!