
GM Notes

PCs

- "cBrashLoyal: Shiori/Shun ()
- "cDeathTraitor: Masako/Masahiro ()
- "cFriendshipLoyal: Yumi/Yōji ()
- "cHopelessLoyal: Chiyo/Daichi ()
- "cNihilistTraitor: Rin/Reizō ()
- "cPowerTraitor: Kazue/Kazuki ()
- "cScaredLoyal: Ayumi/Akito ()

Death Strength

Target Strength is +5. Min is +0. If you're getting more than +10, things are not going well for the PCs.

Effects on Death

Blue -2 strength.

Purple +2 strength.

Red -1 strength.

Pink No effect.

Yellow -1 strength.

Black +1 strength.

Green ???

Lime ???

Green and Lime Dots

1 Lime: +0

3 Lime: +0

5 Lime: +0

6 Green: +3

11 Lime: +0

18 Green: -1; Lime: -3

22 Green: +1; Lime: 0

26 Green: -1; Lime: -3

29 Green: -1; Lime: -3

+1 for every two darkness cards taken. (There were originally 24.)

Postgame

If Death wins Everyone on campus dies. Campus gets isolated; infection doesn't spread.

If mask is worn Infection spreads; wearer controls Shadows but corrupted by humanity's desire for death. Wearer can choose whether Kirijo survives and how much of an apocalypse this is, but can't completely stop spread (even if they destroy Kirijo, it's too slow).

If mask is destroyed Kirijo survives; infection spreads via zombie uprising

If mask is kept locked away Kirijo survives; infection spreads subtly; sequel hook.

If Death ritual is stopped Everyone retroactively saved; party trapped out of time due to paradox.

If Death ritual is subtly messed with with a Force attack or similar Shadows weakened; party can stop infection working together.

If Masako/Masahiro's brother gets saved Masako/Masahiro not corrupted, Death never unchained, shadow gate starts to close and party can stop infection working together.