

Kagegami High

A Humorous Role-Playing Game About Japanese Schoolgirls
In a School Full of Conspiracies and the Unexplained

By Ewen Cluney



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Credits

Yaruki Zero Games Presents

Kagegami High: A Humorous Role-Playing Game About Japanese Schoolgirls in a School Full of Conspiracies and the Unexplained

Written and designed and graphic designed by Ewen Cluney (©2017)

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Icons are from The Noun Project (with some modification and combination here and there). Except for the one in the afterword (which is from art I commissioned from Jen Jen Rose), the silhouettes are from stock art from DLSite.com and some RPG Maker sites that have free stock art, with the addition of Noun Project elements. There are also a few things I made out of stock art from Pond9, and some additional stuff by Zachariah Burke (artcnvs.com).

Playtesters: Grant Chen, Elton Sanchez, Mike Stevens

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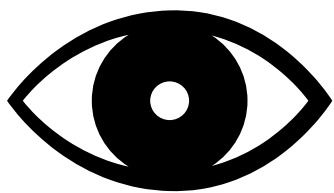
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Introduction



Kagegami High (影神私立高等学校) is a private girls-only school on a small island off the coast of Tokyo. It is a place for learning, menacing government agencies, strange religious practices from the dawn of Japanese history, and moral and physical development, all in a secluded location, free from wicked outside influences. It's supposed to be a very good, very elite school. You remember hearing that somewhere, though you're not sure where. You got in, though you're not sure when you applied, how you passed the entrance exam, how your family is paying for it, or how exactly you got here. There are a lot of things you're not sure about, but is that really so different from before?

Kagegami High, as in the book you are holding in your hands or perhaps reading through some manner of electronic sorcery, is a comedic role-playing game where you take on the role of schoolgirls at a strange, surreal high school where every conspiracy, every urban legend, is true, though not necessarily in the way you'd expect. Or at least this book is the best container I have available for providing you with the means to play the game I've devised.

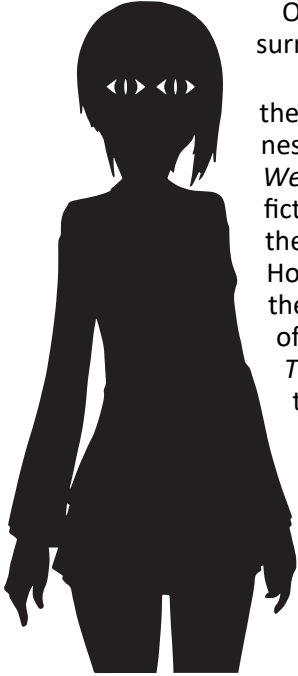
The next chapter discusses the necessary materials and other preparations required to play, so that's pretty cool I guess.

Resources



As a game, *Kagegami High* is something of a mashup of elements from three different games: *Maid: The Role-Playing Game*, *Ghostbusters*, and *Apocalypse World* (plus a little bit of *Fate* for good measure). While this book covers all the necessary rules for how to play, you may want to find some additional advice on how to approach things. A quick internet search will turn up more information on role-playing and game mastering than you'll know what to do with.

This game is of a general school of thought that goes that things should have interesting flavor and useful procedures, but fairly simple rules that leave a lot of room for improvisation. While you will establish a baseline, and take some things as definitely (or at least provisionally) true, the underlying nature of the world of *Kagegami High* is in flux, ready to change at the whims of the GM or a roll on a table. There are a few important numbers involved, but otherwise the game is made up more of signifiers and imagination. That means that you'll gain the most insight from material about other games that follow a similar approach, such as *Fate* (especially *Fate Accelerated*), *In a Wicked Age*, *Cortex Plus*, and *Risus*.



On a thematic level, *Kagegami High* is a blend of darkly humorous, surreal fiction and high school anime.

The darkly humorous, surreal fiction juxtaposes the ordinary and the surreal, highlighting the absurdity of daily life through the strangeness of an unreality that is at turns shocking and mundane. The popular *Welcome to Night Vale* podcast is a prime example of the sort of weird fiction I'm talking about (and an important influence on this game), but there are others. You can find it in the confident absurdity of John Hodgman's *Complete World Knowledge* trilogy, the cow obsession of the *Beef and Dairy Network* podcast, the surreal dystopian Britishness of *Discovering Scarfolk*, the magical works of Neil Gaiman, the classic *Twin Peaks*, the child-friendly weirdness of *Gravity Falls*, the extremes of the films of Alejandro Jodorowsky, and so forth.

In the world of anime, it would be easier to pick out the series that *don't* involve high school kids than to delineate those that do. While you don't have to be immersed in it, knowing some of the clichés (which this game at times lampoons) certainly wouldn't hurt. Getting it through a better than usual title like *Azumanga Da-iah*, *Gekkan Shoujo Nozaki-kun*, or *Hidamari Sketch* wouldn't hurt either.

There are also some titles that more or less sit on the overlap between the two, like *Sayonara Zetsubou-sensei*, *Pani Poni Dash*, and even some series not directed by Akiyuki Shinbo like *Nichijou*, *Chuunibyou demo Koi ga Shitai!*, or *The Melancholy of Haruhi Suzumiya*. Even so, *Kagegami High* is ultimately its own animal, and your game is yours to shape how you think will make it enjoyable.

Hierarchy of Needs



Where the Shadows Dwell

Playing the Game

Kagegami High is a role-playing game, or “RPG.” At the risk of offending the World Nerd Council, I will attempt to explain what an RPG is and how you go about playing this one in my own particular way.

Preparations

Before you play there are a few things you’ll need. The most important is a group of about 3-6 people to play the game with, either in person or online.

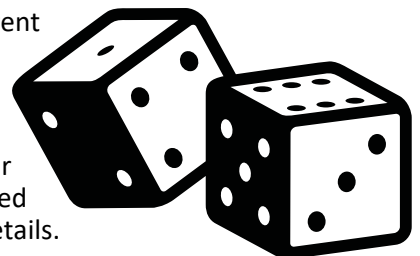
If you’re playing in person, you’ll need some six-sided dice (including at least one “Weird Die” of a different color than the rest, preferably one with a symbol in place of the 6), pencils, paper (preferably character sheets, but plain paper will do), and a timer of some kind (chances are your cell phone has one). It’s helpful to have some kind of tokens (glass beads, poker chips, etc.) to represent Awesome Points.

If you’re playing online, you’ll need to decide on a means of communicating for the game—a text chat, voice/video chat, a forum thread, etc.—and how to handle dice rolls for it. For *Stress Explosions*, you’ll need to agree on a way to handle the timing. If you’re using voice chat you can just time it in minutes as usual, but for other methods you’ll need to decide on a “conversion rate” that works for you.

Rolling Dice

Throughout this book, the rules will refer to the different ways of rolling dice using a special shorthand. Here are what these things mean:

#d6: When the game calls for a number followed by d6, you roll that many six-sided dice and total up whatever numbers they show. For certain types of rolls you will need one of your dice to be a “Weird Die.” See p. 13 for more details.



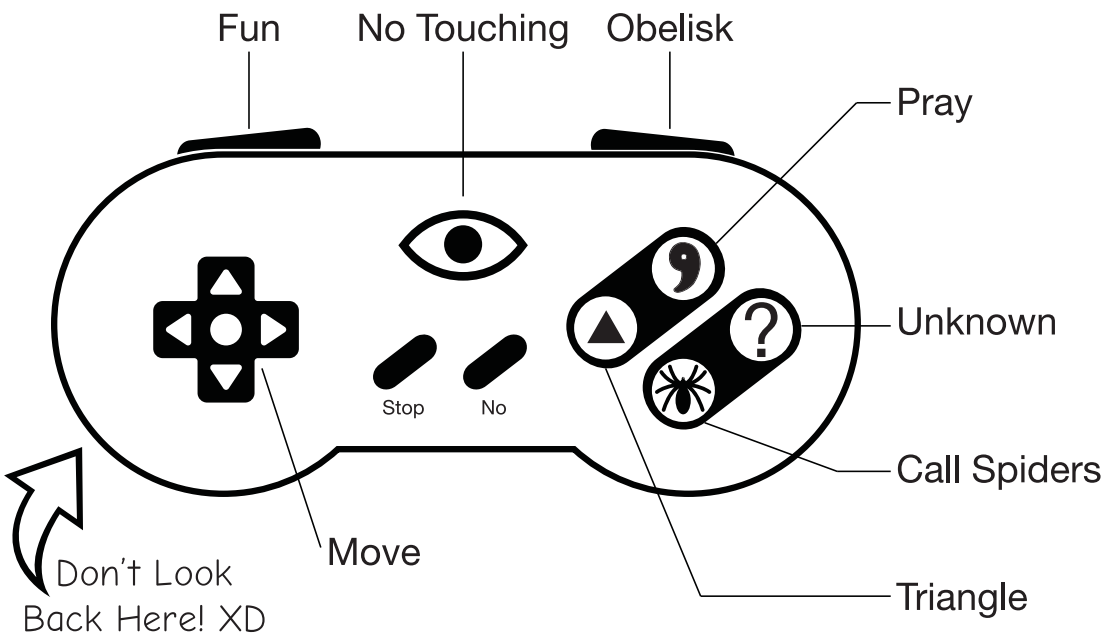
d66: Get two six-sided dice, and designate one as the tens digit and the other as the ones digit. Roll them and put the results together to get one of 36 possible items numbered 11 through 66. For example, if you make the tens die black and the ones die white, a roll of 2 on the black die and 4 on the white die will give you a result of 24, like this:

$$\blacksquare + \square = 24$$

d666: Roll three six-sided dice, with a die each for the hundreds, tens, and ones digits. This gives you one of 216 possible results numbered 111 through 666. Don’t read too much into the latter number.

Other types of dice are neither necessary nor trustworthy.

Basic Controls



The Flow of Play

Kagegami High is a role-playing game. There are aspects of it that are somewhat unconventional, but there are also vital parts that fit squarely within the traditions of the medium, even without any twenty-sided dice or halflings involved.

To play, you will need around 3 to 6 participants. One will be the Game Master (GM for short), while the others will be players. The GM's job is to be the overall leader of the activity, and final arbiter when questions inevitably arise. This position attracts less respect from society at large than a station master, Worshipful Master, chess master, or master of disaster, but within the scope of the game it's nonetheless very important.

The GM's first job is to read over this rulebook and get a good grasp of how the game works. The rules are quite simple, though they take a little skill and practice apply to their fullest. You don't need to know everything, but you do need to understand the core Rules of Play (p. 13).

The GM's second job is to guide the players through creating the schoolgirl characters they will portray during full-on gameplay (the "Player Characters" or "PCs"). A large portion of this is a series of mechanical procedures involving rolling dice, and you can find the rules in the next chapter, on p. 17. The GM may make alterations to the process, add certain guidelines, or simply go through it as written. Each player has the task of taking the randomly generated stats and traits and using them as the basis of a fictional character.

From there, the actual play can begin. Here the GM presents the world and its inhabitants (the "Non-Player Characters" or "NPCs"), and acts as a referee who interprets the rules. Each player role-plays their character, deciding on her speech and actions and expressing them to the group. "Role-playing" is actually a relatively broad category of mental processes and emotional states, ranging from emotionally immersing yourself in a character to treating them as a fun playing piece. Regardless, the player has control over what their character attempts, and it's up to the GM, making use of the game's rules, to determine the outcome. This process repeats, and through it, the participants vicariously experience a series of events that may or may not cohere into something like a story.

One unusual feature of this game is the use of Random Events, where at certain points you will insert an event determined by rolling dice on a table of events into the game. This means that the underlying truth of the imaginary world is often in flux, and part of the appeal of the game is the scramble to integrate new realities into an ongoing performance.



Getting into the Setting

Kagegami High has kind of a lot of setting stuff to absorb. Since the technology to shove the contents of a book into players' heads directly is not yet available to the public, this brief section gives players a basic idea to get started.

If you like, you can have the participants take turns reading these to give everyone a starting point for understanding what the heck is going on. This can especially be helpful if you want to do a quick single game session with people who aren't yet familiar with the setting, since it's one page instead of, you know, a book that clocks in at around 63,000 words.

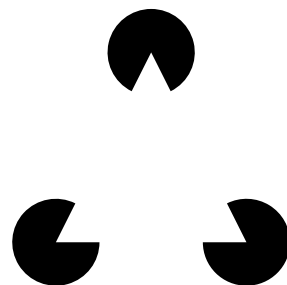
Six Discrete Setting Elements

- Kagegami High is an isolated all-girls high school in Japan. It sits on the island of Kagushima, which doesn't usually appear on maps. You received a letter of admission from a mysterious crow, and when the day came you simply woke up in your dorm, with no memory of how you got there. The school has 648 students, all girls or reasonable approximations thereof. There are also a few dozen teachers and other staff, some of whom are men, and one of whom is literally an eight-headed serpent.
- This is a weird place. Kagegami High is located on the island of Kagushima, and the whole place is surreal. Third-year students have classes in a building that's sideways (with sideways gravity) and has rooms with names like 3-▲. The weirdness is pervasive, and often satirical. Books are savage creatures that the Library Containment club has to subdue so students can read them.
- The world at large is kind of weird too actually. The student body includes the occasional android, vampire, esper, or other weirdo, and while some acquire this weirdness after they come to the school, quite a few were already weird. Even so, most people lead ordinary lives, and even for the ones who live on the weirder end of things, Kagushima is an unusually intense concentration of weirdness.
- Conspiracy theories and legends are true, though not always how you'd think. The Illuminati, the Freemasons, and so on are all real, and in fact they appear on Kagushima in the form of school clubs. The government is up to all kinds of shenanigans of course, and has a Future Menacing Government Agents of Japan club to recruit students. The school is also an absurd surveillance state, recording virtually everything that happens there to no particular purpose.
- The Student Council is all-powerful. This shadowy group rules the school, and only answers to the Principal and the Founder. The Student Council's Secret Police—who you can clearly recognize by their porcelain fox masks—watch the school and enforce the Council's will. The school also has an important alliance with the island's giant spiders, and there's the part about how the Principal and the Founder are mysterious beings of immense power.
- Religion is weird here. The main Shinto shrine is dedicated to the mysterious Kage-no-Mikoto, and its forbidden sanctum contains a huge black stone that hums with power. The Buddhist temple is based around the Shadow Sutra, a text not available anywhere else where the Buddha hints at battling dark forces beyond human comprehension. The Chapel of St. Elmo doesn't have Bibles and practices Christianity as vaguely remembered from anime. There's also a whole lot of weird occult rituals and such going on, and some of them even work.

Principles

The following are principles to keep in mind if you want to play the game the way the designer originally intended it. He's rather easygoing and won't mind terribly if you do things differently, but he was just trying to help you guys.

1. Keep Kagegami High weird.
2. Make normal things into strange things.
3. There are always more mysteries.
4. Life goes on.
5. Celebrate shared humanity.
6. Find the meaning in randomness.
7. When in doubt, roll on a table.
8. Reuse things.



Keep Kagegami High weird. The setting of Kagegami High has a constant baseline level of weirdness. It should be a constant thing, a background hum with regular crescendos of strangeness.

Make normal things into strange things. A big part of the weirdness of Kagegami High is changes to otherwise familiar things. Oftentimes this means that the students get acclimated to things that would be rather strange to us, like how for them it's only natural that the S in PTSA stands for "Spider." Other times, normal things become weird through sheer contrast, whether from exceptional weirdness or just being so normal that by Kagegami standards they're bizarre.

There are always more mysteries. Kageshima is a cipher, an infinite rabbit hole. Even if you figure out one mystery, there will be another behind it. It's turtles all the way down. Mysterious turtles of mystery

Life goes on. This is also a game about everyday life, and everyday life just keeps rolling on, through its little triumphs and failures.

Celebrate shared humanity. Underneath it all, Kagegami High is still a place where human beings live their lives together. While a lot of the game is going to be random silliness, let there be moments of humanity, of sincerity, kindness, or simple shared experience.

Find the meaning in randomness. A key part of playing this game is "interpreted chaos." The endless tables throw all kinds of bits and pieces at you, and it's up to you to recontextualize those pieces in your own way, and let new meanings emerge from them from the new juxtapositions that come about in play.

When in doubt, roll on a table. A substantial portion of this book is random tables for various things. If you're not sure what to put into the game next, there's probably a table you can roll on. If you're not sure what table to roll on, there's a table for that too (see p. 111). The book's handcrafted tables come with a plethora of ideas, and help reinforce the intended tone and setting.

Reuse things. As you play the game, as you fight to keep on top of the results of many, many die rolls, some things will stick in your mind, become favorites. Remember these, celebrate them, and bring them back now and again.

Styles of Play

This game supports a few different formats for game sessions, which can significantly change the overall experience in interesting ways.

Random Event Driven

This is the style of play that requires the least preparation and the most energy. It's also the most unique. Rather than having any sort of pre-planned situation, the game runs on a series of random events. The GM rolls a random event (or uses another appropriate table) whenever the game seems to be slowing down a little, and the players are welcome to spend Plot Points on random events as well.

If just throwing around random events isn't enough to get a session really moving, the GM can come up with a starting situation (the Inciting Events table on p. 121 is handy for this purpose) and let things go from there with random events skewing things all over the place.



School Day

A close cousin of random event driven play, in this style you start by playing out a day at school and see where it goes. Begin with the PCs in their morning homeroom. Roll and read aloud a few morning announcements (see p. 136). If one or two of them sound interesting, use them as a starting point and see where they go over the course of the day.

Scenario-Based

This is more like how RPGs traditionally work. "Scenario" is more the Japanese terminology, but it refers to a set of plans that the GM uses as a blueprint for a game session. A good scenario provides challenges, but is open-ended enough that the PCs will ultimately determine the outcome.

For scenarios to work, you'll often need to limit or outright remove random events. While players will inevitably make things work out a bit differently from how the GM originally imagined, random events basically guarantee that things will veer off in random directions constantly.

Competitive

This is a variant that you can apply to any of the other styles. While the players are playing the game normally, they're also trying to earn as many Awesome Points as possible. Any time a player earns a new Awesome Point over the course of the session, they also earn a Victory Point. (That way, spending Awesome Points doesn't take away from your score.) At the end of the session, whoever has the most Victory Points is the winner. Let their character have a triumphant epilogue, and maybe have some kind of prize for the player too if you want.

The Campaign

Playing the same RPG with the same characters through multiple sessions is called a "campaign." It can be fun to get to know a group of characters better and explore different situations and themes with them. You might use one style throughout a campaign, but you can as easily switch to whatever style seems best for each session.

Rules of Play

What follows are the basic rules you will use when you play *Kagegami High*, not counting the even more basic rules of conversation and having a GM and players.

Making Checks

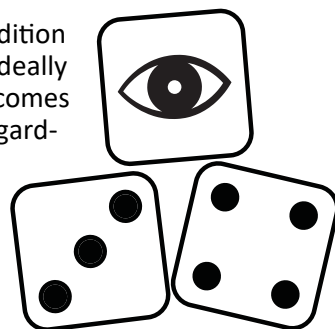
When a character attempts something where there's a chance of success or failure, and where the outcome would be interesting, the GM can call for the player to make a check. A check will be based on one of the five stats. The GM usually specifies which stat you use, but players can potentially use just about any of your character's 5 stats if you can come up with a good reason for it.

Roll as many dice as your stat rank to get your Result. You will need to match or exceed the task's Difficulty rating (set by the GM) to succeed. Easy difficulty is 5, average difficulty is 10, hard difficulty is 16, and high-impossible difficulty is 24.

The Weird Die

Any time you make a check, roll a Weird Die in place of (not in addition to) one of the normal dice. It should be of a different color, and ideally should have a symbol of some kind in place of the 6. If that die comes up on the 6, it counts as zero points towards your Result, and regardless of whether you succeed, something Weird happens.

What exactly that means is ultimately up to the GM. This can be a good time to roll on a random event table (or another of the many, many tables in this book), but something may suggest itself from the situation at hand.



Conflicts

If two characters are competing or in conflict, they each make rolls as per the action resolution rules, and the one with the higher result wins. The loser takes Stress equal to the winner's result divided by the loser's attribute (round up). If you really don't want to take Stress, you can just give in before you roll.

The conflict rules cover *any* kind of conflict, whether a pitched firefight, a hand-to-hand battle, a heated argument, or a contest to see who can bake the best cake.

Stress Explosions

If you accumulate Stress equal to or greater than your Stress Limit, you have to role-play your Stress Explosion for real-time minutes equal to the Stress points you have, after which your Stress goes down to zero.

You are allowed to role-play your character more or less however you want within the confines of your Stress Explosion.

Awesome Points

Characters start the game with 3 Awesome Points, and the GM awards one whenever a player does something sufficiently entertaining, and 2 or 3 if they do something amazing. Players can spend an Awesome Point on one of the following:

- Increase the result of a roll by 2d6. You can do this before or after you roll.
- Remove 2d6 Stress.
- Make a Random Event happen.
- Invoke a trait (see below).

Invoking a Trait

In the character generation rules (p. 17) you roll for several different traits—Special Qualities, Hobbies, and so forth—that tell us about your character. “Invoking” a trait means you can spend 1 to 3 Awesome Points to have your character wield one of her traits to get a significant advantage or generally make things happen in the world, beyond the scope of what normal actions and rolls would allow. For example, you could:

- Declare that you have an important item on hand.
- Call on a thematically appropriate NPC.
- Use a special power in a major way.
- Take a mundane trait to such an extreme that it momentarily becomes a special power.

It’s up to the GM to decide the cost of a given invocation, but in general doing something significant costs 1 point, doing something spectacular costs 2 points, and doing something world-shaking costs 3 points.

Normally players can’t share Awesome Points, but you should allow it if someone wants to do a sufficiently interesting trait invocation.

Random Events

If a player spends an Awesome Point, or if the GM feels like it, make a d66 roll on one of the random event tables starting on page 112 and have that thing happen. The GM can reject random events if things are getting too ridiculous to keep up with.

Quick NPCs

While you can write up a full description for an NPC (and this book contains several), you can do a quick version instead, which is handy when the GM needs to stick in an NPC on the fly. A quick NPC has a rating for all attributes (1 for someone weak, 5 or 6 for someone insanely strong) and a Stress Limit (0 for very weak NPCs, 10-15 for really strong ones). Quick NPCs may have a normal Stress Explosion, but especially if they’re a minor enemy or bystander, they can just fall unconscious when they take more Stress than their Stress Limit.

The Double-Secret Facts List

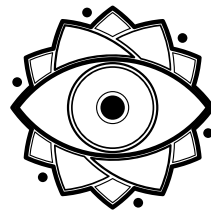
Over the course of the game you will undoubtedly discover and invent any number of facts about Kagegami High and Kage-shima. If you intend to play this game for any length of time, set out a piece of paper (or a shared document if playing online) with “The Double-Secret Facts List.” The double-secrecy means that it’s un-secret to the people playing the game.

Whenever something of particular note comes up in the game, add it to the list. The things on the list are true in your imaginary world, at least until something directly changes them.



GM Moves

“GM moves” are a set of things that the GM can do to guide the game. Some of them are more mechanical and formal, while others are much “softer” and affect what’s going on in the fiction.



Award Awesome Points

One of your important duties as the GM is handing out Awesome Points. You can do this whenever you feel like it really, but as a rule of thumb, award them to players when they:

- Do something cool or funny.
- Significantly reinforce the atmosphere of the game.

Call for a Roll

When a player wants their character to attempt something where the outcome has a potential to be interesting, you should have them make a check (and possibly engage in a Conflict).

Complicate Life

Life has its little (and big) ups and downs. When you use this move, you make a character’s life more difficult by introducing some kind of complication that they have little choice but to address.

Introduce Consequence

At Kagegami High, actions have consequences. They are not always obvious or immediate or even comprehensible, but they do happen. When you use this move, you consciously bring the effects of a character’s actions into the game.

Make It Weird

The world of Kagegami High is one where normal things are weird, and weird things are oddly normal. When a player engages something that ought to be normal, you can make it weird in some way, though usually not in a way that keeps them from living their lives. Maybe you need to chant an incantation for the soap dispenser to work, but you can in fact wash your hands before lunch.

Random Event

Pretty much any time you feel like it, you can roll on a suitable random event table (or another table for some kind of random thing) and introduce it into the game. Use this when there’s a lull in the game or you’re not sure what should happen next.

Scene Change

As the GM, you can exert a lot of control over the overall pace of the game. One important tool for that is the scene change. This means that you can simply declare that you’re moving on to a new scene, that the group will be shifting to look at the action in a different time and place, albeit usually one that logically follows from what came before.

Student Creation

When you play this game, you pretend to be a schoolgirl. It's an odd thing to do, but not as strange as pretending to be an elf, a wizard, or a person who truly knows hope. Those things aren't real after all. The world is a stranger place than you realize, but it's not *that* kind of strange, not the sort of familiar, fun weirdness you would easily accept. We all live with a set of illusions, and to play this game you must adopt the illusion of being a schoolgirl, probably Japanese, who goes to Kagegami High. There is a high likelihood that you are not a Japanese schoolgirl yourself, and even if you are, there is a 100% certainty that you do not attend Kagegami High, because it does not in fact exist outside of the minds of those whose lives this book has touched. That is what pretending is for.



The specific schoolgirl you pretend to be is something you generate using a series of die rolls, and the imperfect randomness of six-sided dice clattering on the table (or an electronic facsimile, if you would prefer the machine god Deus Ex Machina to determine these things) will decide many things about your character. It will be up to you to find meaning in the randomness around you. That should not be too difficult, since you do that every day, albeit usually to tackle the more difficult task of finding meaning in a random, meaningless world.*

1. Stats

Stats are numerical scores that present abstractions of a character's raw level of competence in various areas. They are important to playing the game because they are the basis of the rules for making checks (p. 13), so that they will greatly affect your chances of success for various actions, though there are ways to work around weaknesses in your stats.

For each stat, roll 2d6 and divide by 2, then round down. This will give you a set of five stats ranging from 1 to 6, though the values in the middle will be much more common than the extremes.

Attribute	Description
Athletics	Physical prowess, including raw combat ability.
Brains	Your overall intelligence and ability to do schoolwork.
Charm	Your general attractiveness and ability to persuade.
Moxie	Sheer force of will and guts.
Weird	Your ability to navigate weird mysteries without losing it.

Non-Random Stats (Optional)

If you prefer things to be more balanced, players can divide 15 points among the five stats, giving each one a value between 1 and 6.

2. Stress Limit

This is how many points of Stress you can take before you have a Stress Explosion. It's equal to Moxie \times 5.

* If you do not believe the world to be meaningless, then I congratulate you on your particularly strong mastery of that skill.

3. Special Qualities

Make two d66 rolls on the following table to get your Special Qualities. These describe your character in various ways. They don't have any game effects per se, but they can influence what the GM lets you do. Many Special Qualities have a table under them; roll 1d6 to get a more specific Special Quality under that general heading.

The GM may allow players to roll for more than two Special Qualities if they wish, but don't get greedy. There's plenty of weird for everyone.

11. Accessory, Ordinary

You normally wear some kind of accessory in addition to your uniform.

Roll	Special Quality	Description
1	Flower	You wear a flower, in your hair, on your chest, or somewhere else. You can decide what kind.
2	Goggles	You're seldom seen without a pair of goggles.
3	Hair Clip	A hair clip makes a nice accent and, you know, clips your hair in place. You can pick what design.
4	Headphones	You have headphones most of the time. You can decide what kind.
5	Ribbons	You wear some kind of ribbon(s). You can decide what sort and on what part of your body.
6	Sunglasses	You like to wear sunglasses, day or night. You can decide what style.

12. Accessory, Worrisome

You normally wear some kind of accessory, but unlike in #11, your accessory is something kind of strange or just plain worrisome.

Roll	Special Quality	Description
1	Bandages	You regularly wear bandages, and perhaps a cast/splint/sling, due to recurring injuries or perhaps as a fashion statement.
2	Bandoliers	For whatever reason, you insist on using this somewhat out-dated means of storing ammunition. Also, apparently you have lots of bullets on your person?
3	Broken Manacles	Someone put manacles on you to hold you in place, but you've since broken free. They still weigh you down a bit and make conspicuous clanking noises though.
4	Hand Puppet	You consistently wear a hand puppet of some kind. You can decide what it looks like and how you use it.
5	Knives	You wear one or more knives. You can decide how many and what style.
6	Spooky Mask	Spooky masks are surprisingly popular at Kagegami High. You can pick whatever sort of mask you like, as long as it's spooky.

13. Angel

You appear to be some kind of angel, an agent of otherworldly forces of good (or at least order). Luckily, you're the sort that looks basically human apart from something like wings and a halo, though chances are you're acquainted with the sort that consists of flaming wheels covered in eyes or maddening coalescences of sacred geometry.

14. Animal Features

You happen to be a little more animalistic than most.

Roll	Special Quality	Description
1d6	Animal Head	Where a human head would be, you instead have the head of an animal. You can decide what type of animal.
1d6	Fangs	Your canine teeth are unusually developed, giving you pointed fangs.
1d6	Gills	There are in fact gills in your neck, which let you breathe underwater. It looks kinda weird, but it comes in handy at times.
2d6	Horns	You have one or more horns (or antlers or similar). You can decide what type.
3d6	Wings	You possess wings. They can be feathered, batlike, or something else. You can probably fly, though not very far.

15. Assistive Device

You have some kind of disability for which you use an assistive device. Despite the media stereotypes about the disabled, you are nonetheless an actual human being (assuming another Special Quality doesn't specify that you are not in fact human), and capable of participating in everyday life. Your classmates aren't always as good about it as you might like, but the school takes accommodating all manner of students very seriously, so that everyone has equal opportunities to learn, grow, and be terrified of what lurks in the dark places of the island.

Roll	Special Quality	Description
1d6	Crutch/Cane	You use a cane or crutch(es) to take the weight off one or both legs to help you walk. Alternatively, you could be blind and have a white cane to help you get around.
1d6	Service Dog	Owing to visual impairment, hearing impairment, or another problem, you have a specially trained dog that helps you get around and perform certain tasks.
1d6	Hearing Aid	You suffer from hearing loss, and consequently you use a hearing aid to be able to hear in everyday life.
2d6	Prosthesis	You are missing a body part, and have an artificial prosthesis. You can decide what sort of prosthesis you have for what body part.
2d6	Speech-Generating Device	As you are unable to speak using vocal cords, you instead use a device that lets you create synthesized speech by other means. You can decide the specifics of the device.
3d6	Wheelchair	Due to an issue with your spine or legs, or perhaps some form of chronic pain, you use a wheelchair to get around.

16. Body Feature

There is something unusual about your actual physical body.

Roll	Special Quality	Description
1d6, 1d6	Centipedes	You constantly have centipedes crawling all over your body.
1d6, 2d6	Plant Growths	There are plants growing out of your body. You can decide what sort of plants and where.
2d6, 2d6	Twins	There are actually two of you, though the two look virtually identical and are never seen apart.

21. Creepy Smile

Regardless of whether you intend to be that way, you have a naturally creepy smile that people find off-putting and worrisome.

22. Demon

You appear to be some kind of demon, an agent of otherworldly forces of evil. Luckily, you're the sort that looks basically human apart from horns and such, though chances are you're acquainted with the sort that consists of a lion head with five goat legs sprouting from it.

23. Eyepatch

You wear an eyepatch over one eye. You can decide which eye, and what sort of eyepatch, whether it's a plain medical one, a piratical black sort, or something more decorative.

24. Eyes

There's something unusual about your eyes.

Roll	Special Quality	Description
•	Alien Eyes	Your eyes are overly large and almond-shaped, like those of a grey alien. Maybe you're a hybrid, or maybe you just have funny eyes.
••	All One Color	Rather than having whites, irises, and pupils, your eyes are all one color.
•••	Cat Eyes	Most people have round pupils, but yours have slits like those of a cat.
••••	Doe-Eyed	You have particularly large, dewy eyes, even for a Japanese schoolgirl.
•••••	Glowing	Your eyes naturally glow from within, so that it is not possible to distinguish any details in them.
••••••	Heterochromia	Your eyes are of two different colors. You can roll on the Color Table for the second color if you wish. (Re-roll duplicates of course.)

25. Face

There's something rather unusual about your face or other head features.

Roll	Special Quality	Description
•	Elf Ears	For whatever reason, you have pointed ears like an elf.
••	Eye Messages	Instead of having irises and pupils, your eyes are constantly displaying various messages and symbols.
•••	Eye(s) Sewn Shut	One or more of your eyes have been sewn shut. Perhaps there is a good reason for this, or perhaps not.
••••	Odd Eyebrows	Your eyebrows have an odd shape, such as small dots, large rectangles, or something truly uncanny.
•••••	Second Face	You have a second face somewhere on your body.
••••••	Shark Teeth	Your teeth are all pointed, like a shark's.



26. From Another Time

Time is uncertain on Kageshima, and one of the many ways this shows is in the fact that you come from another time. You can decide when exactly, whether it's the distant past or future, or just a short time off.

31. Ghost

Where most Kagegami High students are in fact alive, you are some kind of spirit. You can decide on the basic details of your ghosthood, and how well you can cope with the physical world.

32. Glasses

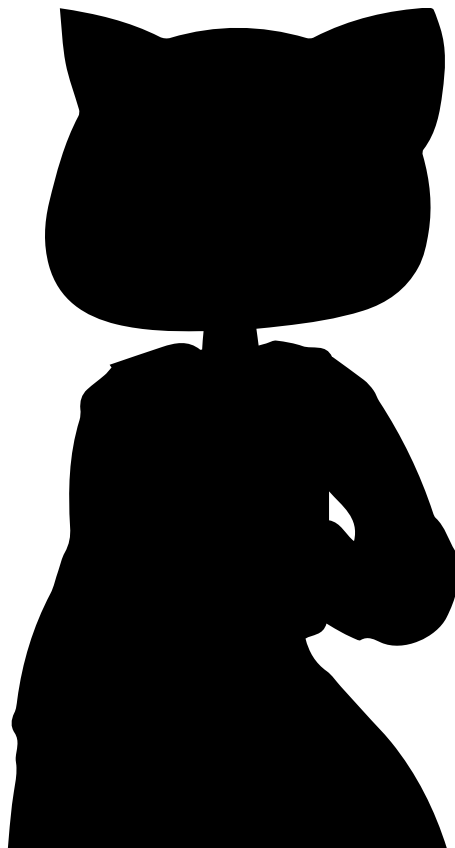
You wear eyeglasses. You can decide what style, and whether you're nearsighted, farsighted, or just wear them as an affectation.

33. Government Agent

Whether or not you are genuinely in need of a high school education, in addition to being a student you are an agent of some sort of government agency. You are not entirely clear on the details (the sorts of agencies that have agents at Kagegami High are particularly byzantine, even by the standards of the Japanese government), but you do periodically get orders to follow and paperwork to fill out.

34. Habit

You have a curious habit of some kind.



Roll	Special Quality	Description
■	Apologetic	You just can't help but constantly apologize for every little thing.
■	Carries a Plushie	You habitually carry a plush toy around, whether for sentimental reasons, as an affectation, or for some practical purpose.
■	Flash Cards	Hoping to do better in school, you regularly carry flash cards with you to help you study whenever you have a free moment.
■	Microblogging	You've become obsessed with Chitter or a similar microblogging platform, and can't help but post all the time.
■	Only Eats Instant Ramen	The mere fact that it's basically oily Styrofoam with salt doesn't stop you from basing your diet on this one product.
■	Shutterbug	You're never without your camera, and you love taking photos of every little thing that's remotely interesting.

35. Hair

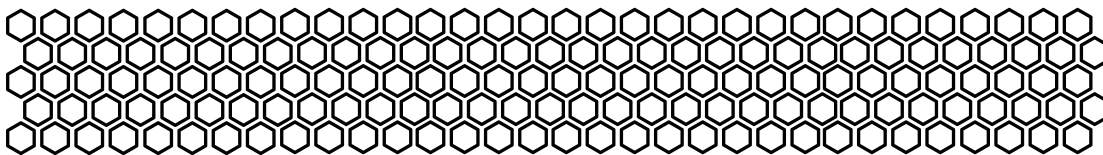
You have a particular hairstyle of note.

Roll	Special Quality	Description
1-1	Antenna Hair	Sometimes known as an “ahoge,” you have one or more sprigs of hair that constantly stick up.
1-2	Bobbed Hair	Your hair is cut straight around the head at around jaw level. It’s short but kinda cute.
2-2	Drill Hair	Your hair has elaborate ringlets or pigtails that form sort of drill shapes.
3-3	Long, Flowing Hair	You have particularly long, flowing hair.

36. Income Level

While most Kagegami High students are some flavor of middle class, you come from a different economic stratum, and it shows.

Roll	Special Quality	Description
1-1-1	Poor	Your family is rather poor. Your personal belongings are shabby, but you know the value of hard work and frugality.
3-3-3	Rich	Your family is quite wealthy. Your personal belongings are a bit gratuitous, and the world at large acts like you’re just plain better than others, even if you emphatically prove otherwise.



41. Jewelry

Although Kagegami High does require students to wear uniforms during school hours (and robes and spooky masks for certain occasions), the dress code is otherwise relatively lax, hence it’s some students do wear jewelry.

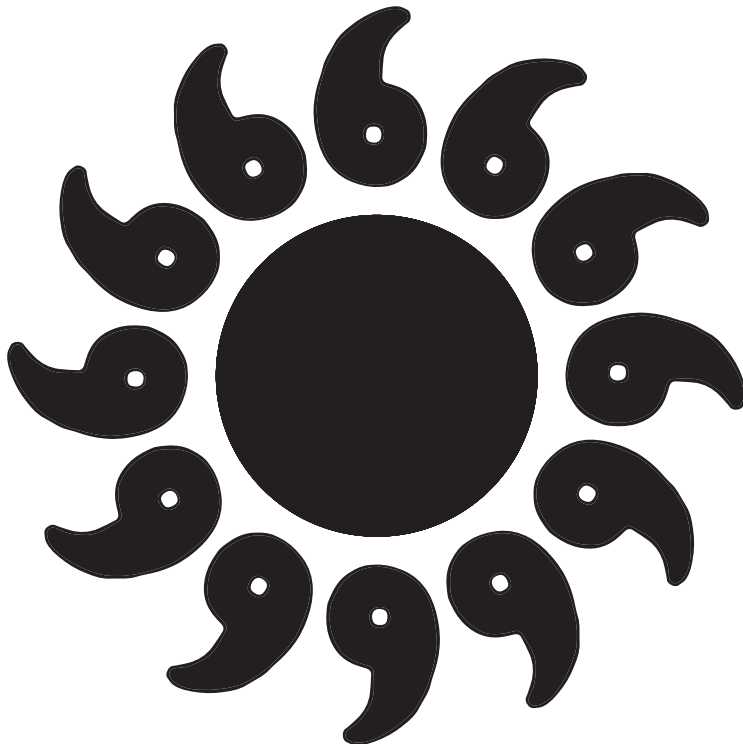
Roll	Special Quality	Description
1-1	Amulet	Amulets are often similar to necklaces, but they have the distinction of also being some kind of talisman, possibly of an eldritch nature.
1-2	Bracelet	You wear some kind of bracelet around your wrist. You can decide what it’s made of, what style, etc.
2-2	Earrings	You’ve most likely gotten your ears pierced, because you wear earrings of some sort.
3-3	Necklace	You wear a necklace of some sort. You can decide what kind, what it’s made of, etc.
3-3	Tiara	You’re apparently not the subtlest person, as you regularly wear a small crown.

42. Kemonomimi

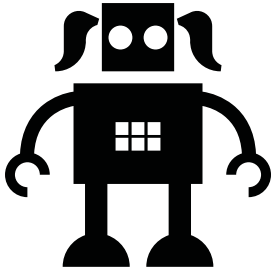


You're one of those creatures that looks human apart from having the ears and tail of some kind of animal.

Roll	Special Quality	Description
1	Catgirl	The nekomimi is the most cliché of kemonomimi, but it's also the most popular.
2	Bunny Girl	You have the long ears and fluffy tail of a rabbit. Your stance on root vegetables is for you to decide.
3	Dog Girl	You have the ears and wagging tail of a dog.
4	Fox Girl	You have the pointed ears and fluffy tail of a fox. Unless you're one of those fox girls who has multiple tails.
5	Mouse Girl	You have the rounded ears and naked tail of a mouse. Are you fond of cheese, and if so what kind?
6	Wolf Girl	You have the ears and tail of a more natural, savage canine. Howling is optional, but encouraged.



43. Machine



You are wholly or partly a machine. Luckily for you, Kagegami High does not discriminate against compositionally different students.

Roll	Special Quality	Description
1d6	Android	You are the sort of robot that looks mostly human, with realistic artificial skin and hair, though possibly obvious joints, exhaust vents, antennas, etc. that make your artificial nature apparent.
1d6	Artificial Intelligence	You are actually a computer program with a personality that approximates that of a schoolgirl. Your “body” is a slab-like computer housing with a holographic screen and robotic arms that allow you to interact with your environment.
1d6	Cartoonish Robot	I don’t mean to be rude or anything, but you look like a really obvious robot, like something out of a cartoon or an Akira Toriyama manga. Luckily your classmates tend to gloss it over.
1d6	Cyborg	You are only partly machine, having had some artificial parts grafted onto your body, either to replace parts that got damaged or simply to make you more powerful.
1d6	TV Head	You have a television screen where a normal human head should go. You can decide what kind of TV and what it actually displays.

44. Obsession

You have a particular obsession that defines you.

Roll	Special Quality	Description
1d6	Bookworm	You just can never get enough of the written word, and are constantly reading and looking for new books.
1d6	Cell Phone Maniac	You are constantly checking your phone, sending texts and checking social media and such.
1d6	Compulsive Eating	You can’t help but eat at every opportunity.
1d6	Cuteness	You just love things that are cute, maybe a little too much.
1d6	Neatness	You just have to have everything clean and neat or it drives you crazy.
1d6	Otaku	You’re a total otaku, with a profound obsession with your favorite anime or similar media.

45. Personality

You have an overwhelming personality trait that is one of the most notable things about you.

Roll	Special Quality	Description
■	Arrogant	You know that you're awesome, and don't mind letting people know.
■	Crybaby	You can't help but burst into tears at the slightest provocation.
■	Greedy	You want things, and you want them enough to be a bit of a jerk about it.
■	Fatalistic	There's really no point. Everything will fail, nothing has any point, and for some reason you think it's worth reminding people of this.
■	Lazy	You know how people always want you do stuff? It would be way better if you <i>didn't</i> do stuff.
■	Shy	Dealing with people, especially strangers, is really hard for you.

46. Pigtail(s)

You wear your hair in one or more long bunches.

Roll	Special Quality	Description
■	3+ Tails	Not afraid of being seen as strange (look where you are), you wear your hair in 3 tails, or possibly even more.
■	Long Braid	Your hair is in one long braid.
■	Ponytail	You have a metaphorical ponytail, a hairstyle where you tie your hair in the back.
■	Twin Tails	You have your hair in a loose tail on either side of your head. Being tsundere is optional, especially if you don't actually know what "tsundere" means.

51. Raised by Wolves

You were literally raised by wolves, and although you have somewhat adjusted to life in human society, you're still a bit feral.

52. Secret Society Member

You are a member of one of the many secret societies that is active at Kagegami High. Assuming you actually know the details, you can decide which one. They will make weird demands of you at times, and fellow members will occasionally flash you secret signals.

53. Sickly

Some manner of health problems have made you sickly, so that you look a bit pale and have a generally weak constitution.



54. Size

Your size is something notable about you.

Roll	Special Quality	Description
1	Tall	You're noticeably taller than average.
2	Short	You're noticeably shorter than average.
3	Skinny	You're a bit on the skinny side.
4	Chubby	You're carrying a little extra weight.
5	Huge	You're unnaturally large. The school has some difficulty accommodating you, but it manages.
6	Tiny	You're unnaturally small. Try not to get lost or stepped on.

55. Skin

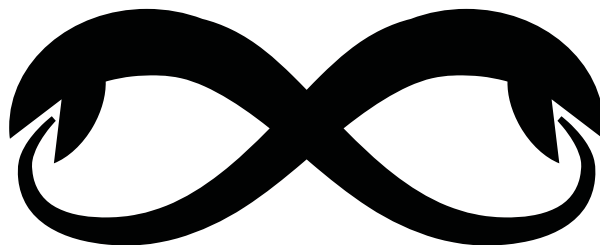
Your skin is something notable about you.

Roll	Special Quality	Description
1	Dark	Your skin is unusually dark for a Japanese schoolgirl, whether from your ethnicity or simply being tanned.
2	Freckles	You naturally have little splotches on your face. They're kinda cute.
3	Pale	You have an especially pale complexion.
4	Unnatural	Your skin is of an unnatural hue. Pick a color, or roll on the color table (p. 33).

56. Strange Diet

Rather than food, you subsist on... something else.

Roll	Special Quality	Description
1	Candy	For whatever reason, you are so dependent on sugar that your diet consists primarily of candy.
2	Electricity	Rather than food per se, you require electricity to keep yourself going. You can decide how exactly you recharge.
3	Metal	You eat metal instead of food. You can decide what sort of metal and how you eat it, whether it's any kind of metal or specific metals, whether you can bite down on metal anywhere or you need it powdered first.
4	Pharmaceuticals	Much like a rampaging robot, you consume medicine for fuel.
5	Porcelain	Not unlike that one guy in <i>Neverwhere</i> , you need to eat the occasional bit of fine porcelain.



61. Super Identity

Though by day you appear to be an average Kagegami High student (whatever that means), you are also secretly a superhero of some kind.

Roll	Special Quality	Description
1d6	Magical Girl	You possess the sort of girly magic that lets you transform into yourself, but with a frilly outfit and magic wand.
1d6	Ranger	Taking after the sentai heroes on TV, you have the power to turn into a hero in a colored spandex outfit with matching mask.
1d6	Rider	You are a masked rider type hero, who can transform into a sort of grasshopper-themed outfit and ride a motorcycle.
1d6	Spandex Heroine	You have a double-life as a Western-style superheroine in a spandex outfit.

62. Supernatural Being

You are actually a supernatural being of some sort.

Roll	Special Quality	Description
1d6	Fairy	You're one of the mysterious fae, probably a pixie with gossamer wings, but maybe something else if you prefer.
1d6	Oni	You're one of the ogres of Japanese legend, with red or blue skin, one or two short horns, and a penchant for tiger stripe fashion.
1d6	Snow Maiden	You're one of the mythical yuki onna of Japanese folklore, possessing special cold powers perhaps, but very vulnerable to heat.
1d6	Tengu	You're a tengu, one of the crow people of Japanese folklore. Strictly speaking, according to school policy tengu do not exist, but you may be able to get a waiver.
1d6	Vampire	As it happens, you're a vampire, as seen in Western myths and pop culture. You need to drink blood, and don't fare well in daylight.
1d6	Witch	You practice the art of witchcraft, and have a penchant for pointy black hats and broomsticks.



63. Talent

You have a distinct talent of some kind.

Roll	Special Quality	Description
1d6	Artist	You have some genuine talent at some form of art, such as painting, sculpture, etc.
1d6	Cosplay	You're quite good at making and convincingly wearing costumes of your favorite characters.
1d6	Good With Animals	You're just naturally good with animals, and can get along with them better than most.
2d6	Hacker	You're a hacker, and you know how to get into places you're not supposed to, provided those places are in other people's computers.
2d6	Inventor	Your constant tinkering with stuff results in interesting new inventions, some of which even don't get classified as Forbidden Technology.
3d6	Musician	You have some genuine musical talent. You can decide whether you sing and/or play one or more instruments.

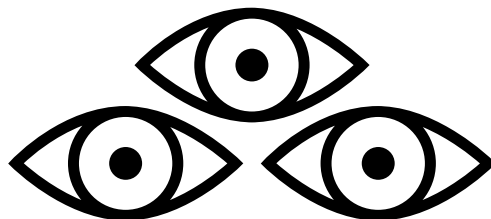
64. Tattoos

Tattoos are something of a taboo in Japan, but you have one or more of them anyway.

Roll	Special Quality	Description
1d6, 1d6	Government	A government (possibly but not necessarily the government of Japan), has branded you with some kind of serial number or other marking that serves a sinister government agenda.
1d6, 1d6	Occult	Your tattoos are occult in nature, whether something you acquired voluntarily or that some cult forced on you.
1d6, 1d6, 1d6	Yakuza	You have the elaborate, torso-covering tattoos favorite by the yakuza, which are beautiful but intimidating, and very hard to explain when they get revealed at an inopportune time.

65. Third Eye

Where most people have only two eyes, you have a third eye, probably in your forehead.



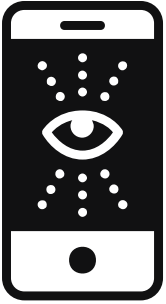
66. Unnatural Phenomenon

There is an unnatural phenomenon of some sort around you. Well, more so than usual for a Kagegami High student.

Roll	Special Quality	Description
1	Fluctuating Trait	At the start of each game session, and any time a Random Event happens, roll a new temporary Special Quality.
2	Hidden Arrows	When you look up at the sky, you can see the arrows and symbols that tell the story of the true nature of the world. You can't understand everything about them, but you understand some of it. It's comforting, but it also separates you from others.
3	Pointless Levitation	Every now and then you will start to float in the air. You can't control this or particularly use it to your advantage.
4	Sees Ghosts	Where normal people are blind to the spirit world under normal circumstances, you can see ghosts all the time. The ghosts know this and keep bugging you to help them.
5	Stigmata	As though in imitation of some prophet or other, you periodically manifest unnatural wounds that never close and tend to attract religious weirdos.
6	X-Ray Vision	You have intermittent X-ray vision, forcing you to see people as skeletons or sometimes skinless blobs of gleaming muscle and fat. It's disturbing and not very useful.



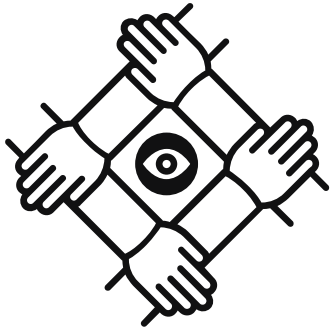
4. Hobby



Make a d66 roll to determine your character's main hobby. It's important to have something to do in your spare time, and Kagegami High encourages students to pursue and enjoy activities outside the classroom.

d66	Hobby	d66	Hobby
11	Alchemy	41	Gossip
12	Anime	42	Inventing Stuff
13	Art	43	Jogging
14	Blogging	44	Knitting/Needlepoint
15	Blood Rituals	45	Martial Arts
16	Chanting	46	Movies
21	Coding	51	Phrenology
22	Coffee	52	Podcasting
23	Collecting	53	Poetry
24	Cooking	54	Reading
25	Decoupage	55	Scrapbooking
26	Divination	56	Sewing
31	Exorcism	61	Soap Operas
32	Fanfiction	62	Spying
33	Fashion Design	63	Sudoku
34	Flower Arrangement	64	Tabletop Games
35	Gardening	65	Video Games
36	Going on Walks	66	Watching TV

5. Protagonist Motivation



Since this is an RPG, we are going to assume that your characters are reasonably proactive and willing to get involved. Your character’s Protagonist Motivation is the thing that leads her to generally get involved and do stuff.

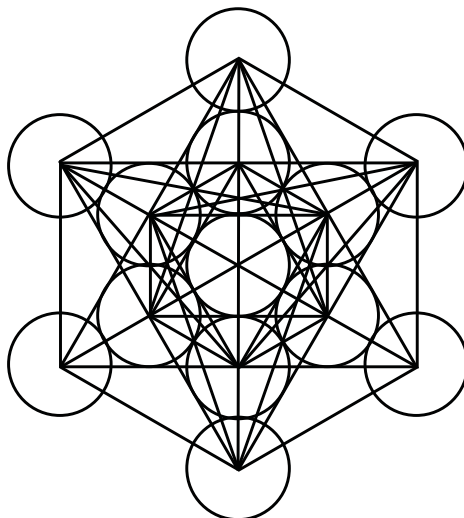
d66	Motivation	d66	Motivation
11	Accumulating Favors	41	Justice!
12	Achieving Greatness	42	Loneliness
13	Adventure Calls to Me	43	Making Friends
14	Atonement	44	Making My Parents Proud
15	Boredom	45	Making Others Happy
16	Collecting Knowledge	46	Need Money
21	Creating a Better World	51	Proving I’m Better
22	Doing What’s Right	52	Proving My Worth
23	Empathy for Others	53	Reluctantly Doing the Right Thing
24	Experiencing New Things	54	Scientific Progress
25	Finding a Girlfriend	55	Secret Mission
26	Finding Pieces of the Puzzle	56	Seeking Approval
31	Finding the Truth	61	Seeking Creative Inspiration
32	Following Friends	62	Self-Improvement
33	Glory	63	Showing Off
34	Having Fun	64	Testing My Limits
35	Honor	65	Want to Become Popular
36	Just Plain a Good Person	66	Want to Impress Someone

6. Stress Explosion



Make a d66 roll to determine your Stress Explosion. This is what you're forced to do when you take more points of Stress than your Stress Limit.

d66	Stress Explosion	d66	Stress Explosion
11	Basking in Delusions	41	Inventing Forbidden Technology
12	Believing in Clouds	42	Livetweeting
13	Carving Strange Idols	43	Lying
14	Cleaning	44	Partying
15	Clutching a Plushie	45	Prayer
16	Cooking	46	Reciting Coded Messages
21	Creating Life	51	Recording Everything
22	Crying	52	Singing
23	Cryptic Writings	53	Soul Escaping from the Body
24	Doing Paperwork	54	Splitting Apart
25	Drawing Manga	55	Starting Fires
26	Eating	56	Stealing
31	Eldritch Rituals	61	Studying
32	Hiding in a Box	62	Taking Notes
33	Howling	63	Texting
34	Improv Theater	64	Violence
35	Informing on Friends	65	Worshiping the Old Gods
36	Insulting the Moon	66	Writing Fanfiction



7. Colors

Roll on the table below once for your character's **eye color** and a second time for her **hair color**. If you roll a Special Quality that calls for something to be a weird color, you have the option to roll on this table for it as well.

All students wear the school uniform, which is dark gray with red highlights.

d66	Color	d66	Color
11	Red	41	Amber
12	Orange	42	Turquoise
13	Yellow	43	Ice
14	Green	44	Rainbow
15	Blue	45	Blood
16	Indigo	46	Tears
21	Violet	51	Barcode
22	Black	52	Hound's-tooth
23	White	53	Plaid
24	Gray	54	Argyle
25	Brown	55	Screenstone
26	Teal	56	Starlight
31	Maroon	61	Hypercolor
32	Magenta	62	Ultracolor
33	Gold	63	Sparkly
34	Silver	64	Prismatic
35	Copper	65	Eldritch
36	Bronze	66	Varies

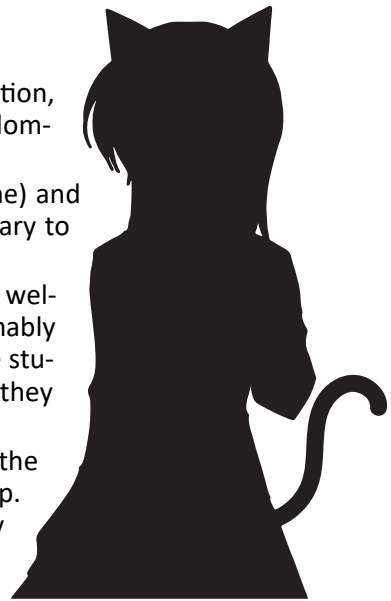
8. Details

You've now completed all the random parts of character generation, and what remains is to add a few details and interpret the randomness enough to have a coherent idea of a character.

Give your character a **name** (normally a Japanese girl's name) and an **age** (around 16 or so). Add other details if you feel it necessary to complete your character enough to play.

Although Kagegami High is a Japanese girls' high school, it welcomes students of any race, religion, sexual orientation, or reasonably female gender identity, and makes every effort to accommodate students with disabilities. Boys are only allowed on Kageshima if they have had their venomous foot spurs removed.

If you're having trouble coming up with a suitable name, see the Japanese Name Table on p. 127, the Western Name Table on p. 128, or the Weird Name Table on p. 129, or you could get really crazy and use names from multiple tables.



A Guide to Kagegami High

Kagegami High is a private all-girls high school located on an island somewhere off the coast of Tokyo called Kageshima (影島). It is an isolated boarding school, ostensibly so that students can learn without the distractions of the outside world.

The island is vibrant, full of light and shadow. The sun and stars are brighter here, the shadows longer and deeper. Time doesn't seem to work right. School progresses through a school calendar with holidays and exams and so on, but in fits and starts. Clocks are likewise erratic and possibly fake. Helicopters fly overhead. Some are from menacing government agencies, while others are from the zaibatsu that claims to own the school. Agents, double agents, triple agents, and reverse quadruple agents are everywhere, listening and watching.

And yet, there is humanity here too. There are friendships, there are kind deeds, and there is school spirit, and not just the ghost that walks the halls late at night. Whatever may be wrong, know that you are not alone.

The Admissions Process

To be eligible to matriculate at Kagegami High, you must first be 15 years old, female, and meet basic academic standards. The school is fairly flexible on these points (for example, transgender girls and ageless immortals are allowed), and willing to make use of black magic to help students meet the requirements. Although Kagegami High is located in Japan and the staff and student body are predominantly Japanese, it accepts students from every corner of the world, and is top-rated for its ability to accommodate students of different faiths and with special needs.

Students are selected by the ancient black stone in the Kage-no-Mikoto Shrine. Qualifying students will receive an admission letter, and in the event that the stone chooses a non-qualifying student, the staff is expected to make them qualify by any means necessary. The letter arrives when a crow with a magatama bead around its neck drops the envelope before you and stares at you with its keen black eyes until you have read the letter and accepted its contents. This may be difficult if you do not know Japanese, but students are expected to do what it takes to succeed. If you attempt to ignore or destroy the letter, another will take its place. If you attempt to harm the crow, we are not responsible for what happens next. Any victories you score over him will be temporary and pyrrhic.

When the day arrives, hooded figures will come for you. You will not know when, and you will not see them coming. But you will wake up in the bedroom of your dormitory, ready to begin your new life at this fine institution of learning.



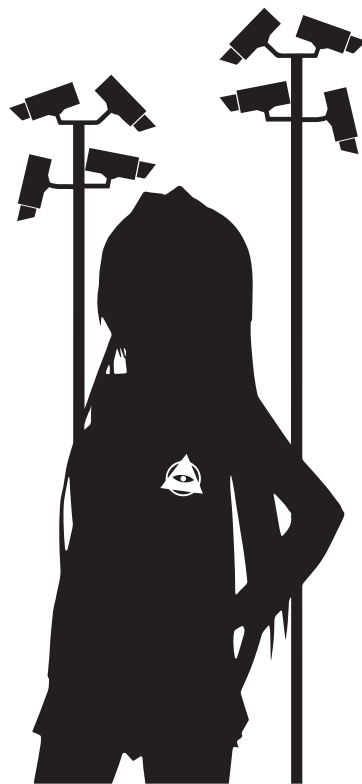
The Initiation Ceremony

The day when new students arrive, there are no classes, but rather an assembly held in the school's assembly hall. All students and faculty are expected to attend, without exception, without any possibility of excuses for any reason. Attempting to not attend has been known to create strange ripples in time that draw one inexorably to the assembly hall. Along the way the cherry blossoms are in bloom, raining down pink petals and filling the air with their fragrance. It is a good time for flower viewing, but a bad time to have pollen allergies.

At the ceremony, first the vice-principal gives an exceptionally dull speech in a monotone, slightly scratchy voice laden with vocal fry. You will sometimes think you hear something, a whispering or buzzing in the echoes of his voice, in the way it fades when he pauses, in the PA system's brief delay. You never will quite figure out what it is, and never feel like it's worth mentioning to anyone else.

The Student Council President and Vice-President then give a presentation while wearing oni masks. They speak in a droning ritual chant with the accompaniment of members of the Student Council's Secret Police playing drums and flute in the traditional style. This continues for the better part of an hour. It should be boring, but something about it transfixes you. You can't look away. The chanting, the low, plodding, insistent instruments, it's like your body is soaking them in, like they are triggering some subtle change.

When it finally ends, when the Student Council representatives leave the stage, you wonder how long it's been since you last blinked or breathed. Your neck feels stiff. Most of the other students around you seem similarly dazed, but a few are weeping or laughing at some secret joke. You barely notice as one of the regular teachers welcomes everyone to the school and makes a few banal announcements about club recruitment, the special dinner being served that night with the bounty of the briny depths, and a brief offering to Kage-no-Mikoto. Then the ceremony is over, and the students are free to file out and begin their new lives here in earnest.

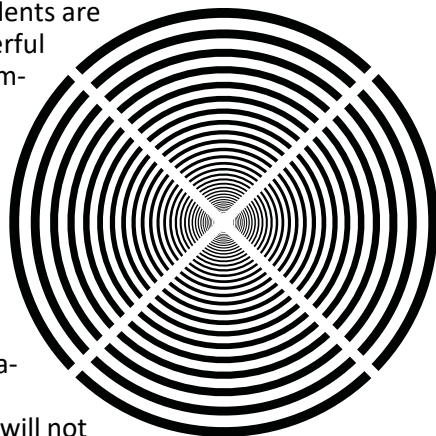


School Rules

What follows is a list of the most important and public rules at Kagegami High. There are other rules you do not know yet, and some rules that you are not allowed to know ever.

11. A new club that wishes to form must have at least five (5) members, and turn in the necessary paperwork and offerings to the Student Council. Clubs without the necessary registration will not receive funding, and are subject to raids by the Student Council's Secret Police.
12. All students must wear approved Kagegami High uniforms while class is in session. It is the official policy of the school that the uniforms are not tainted with any mind-altering substances or learning-enhancing drugs.
13. Although it is not required, students are strongly encouraged to join a club to enjoy a rich and full social life while attending Kagegami High.

14. As Kageshima is a microcosm of society overall, students are expected to arbitrarily treat the rich and powerful among them as inherently better, even if they are emphatically proving otherwise.
15. Cell phones are allowed in school, and should be carried at all times so that the school can maintain proper surveillance of students. However, your phone should be silenced during class and may not be used.
16. Cheating and plagiarism are strictly prohibited. Copying homework, which has a long history in anime and manga, is regarded as a charming affectation of the dumber students.
21. Do not attempt to leave the island without a pass. It will not work out the way you think.
22. Dude. C'mon.
23. Nice.
24. Kagegami High takes discrimination very seriously. Discrimination based on race, sex, sexuality, religious affiliation, gender identity, disability, etc. is not tolerated. Violators will answer to the Founder.
25. No food, drink, candy, gum, curry, pets, or false idols are permitted during class. True idols are allowed however.
26. No running in the hallways. Especially that one hallway.
31. No sleeping during class. We are not responsible for the effects of dreams you have while in classrooms. You have been warned.
32. No. Just... no.
33. Please keep screaming to a minimum. If you can't help screaming, please use one of the provided Screaming Corners to avoid disturbing others.
34. Respect school property, even if it disrespects you.
35. Students are expected to arrive at class on time. Allowances will be made for temporal distortions and other factors that are beyond your control.
36. Students are expected to bring the necessary materials to class every day. This includes pens, pencils, notebooks, textbooks, spooky masks, candles, etc., all of which are available at the student store.
41. Students are expected to follow all reasonable instructions from teachers. The word "reasonable" is important because of Certain Teachers.
42. Students are expected to maintain a high standard of hygiene and grooming. The necessary supplies are available from the student store. Students who fail to adhere to these guidelines will be subject to The Cleansing.
43. Students are expected to maintain clean classrooms that are free of dust, grime, and excessive occult markings. Class representatives will create a rotation of cleaning duties.
44. Students may not bring dangerous objects to school unless it is for educational, religious, occult, or scientific purposes.
45. Students may not leave classrooms without permission from a faculty member. If faculty members disagree, they shall play rock-paper-scissors (using Osaka Rules) to determine who makes the final decision.
46. Students should not leave their dormitories after hours except for school events. The school itself will not punish you for this, but it seldom has to.
51. Students who bring about the end of the world or attempt to bring about the end of the world will be punished severely.
52. Students who commit serious violations of the school's rules will face suspension, expulsion, or exposure to the Void.



53. Suspensions and other punishments may be appealed if a student wishes. Just go see the Principal. Really. That's all you have to do. We're not stopping you.



54. Tengu do not exist. Tengu who are students may receive a waiver pending faculty approval.

55. The school is not responsible for the consequences of entering the forbidden sanctum of the Kage-no-Mikoto Shrine.

56. The Student Council's word is law. I know it sounds strange, but we're scared too. Help us.

61. The use of drugs by students is expressly prohibited. Consumption of the Wine of the Wurm is allowed on special occasions however.

62. There is no Rule 7.

63. Things tend to come in multiples of six. We don't know why either, but it's better not to fight it.

64. Vandalism is prohibited and ill-advised.

65. Visitors to the Kagegami High campus should be treated with respect and steered away from the school's secret places.

66. Voting in Student Council elections is compulsory. Your votes will not actually determine who is on the Student Council, but they are required to appease the stone idol that makes the selections.

School Calendar

Despite Kagegami High's unconventional relationship with time, there is a yearly calendar schedule that the school at least tries to follow. Here you will find the major milestones of a typical school year, though not all of them will happen every single year.



April 9: Initiation Ceremony



On this day students mysteriously arrive on Kageshima with no memory of how they got there, and attend the Initiation Ceremony (see p. 36).

April 10: School Begins

The day after the Initiation Ceremony, classes commence. On this first day, there are a lot of introductions, confusion, transfer students, syllabi, and particularly among first-year students, screaming.

April 30: Walpurgis Night

On the last day of April, the school holds a traditional Walpurgisnacht celebration. Candles and bonfires are lit all over the school, and one girl is chosen to become the “Madoka” and have a mock battle with the laughing Walpurgis. If the Madoka loses, the island is doomed. So, don’t screw this up.

May 3: Constitution Memorial Day

Constitution Memorial Day (憲法記念日) is the first of three holidays that make up Golden Week (ゴールデンウィーク), during which Japan largely shuts down. It is a day to celebrate the Constitution of Japan, established in 1947, and to honor fallen constitutions. Kagegami High celebrates with a pageant where there are students appear in costumes representing the constitution’s 103 articles.

May 4: Greenery Day

The second holiday of Golden Week, Greenery Day (みどりの日) remembers Emperor Showa’s love of plants. A special ceremony is held at the school’s gardens (p. 50), during which one student is selected to eat of the root of Axis Mundi, the World Tree.



May 5: Children’s Day

The final holiday of Golden Week is Children’s Day (子供の日), a celebration of the happiness of children. At Kagegami High, carp streamers are hung all over the school, and students are allowed a dose of soma to ensure their happiness.

The remainder of Golden Week features worshiping golden idols.

July 7: Tanabata

Tanabata (七夕) is a holiday originating from the Chinese Qixi Festival, and it celebrates the meeting of the lovers Orihime and Hikoboshi, also known as the stars Vega and Altair. Kagegami High follows the traditional Japanese celebration of writing wishes on slips of paper and hanging them from bamboo trees, and according to the Student Council definitely does not have anything to do with the remains of two alien ships that crashed on Kageshima centuries ago.

July 13: Kage Matsuri

A little before summer vacation proper, the school holds a traditional Japanese summer festival called Kage Matsuri (影祭). Students don yukatas and masks (which are unusually fun masks for Kagegami High) and enjoy booths offering treats like takoyaki, yakisoba, candied apple, cotton candy, and candied cotton, and games like goldfish scooping, the pop gun shooting gallery, and the ever-popular life creation booth. There is also a portable shrine to Kage-no-Mikoto (which students must strive to never look at directly), fireworks (no longer laced with chemtrails), taiko drumming, and other eldritch rituals.



July 18 to August 7: Summer Vacation

In theory students are allowed to return home during summer vacation, but in practice most remain on the island, owing to the jellyfish-infested waters and lack of means to return to the mainland. Instead, students enjoy what they can on the island, and throw parties, hold a small film festival, conduct strange rituals, and cower together in the dark.

September 15: Respect for the Aged Day

This is a day to honor the elders of Japan. As Mr. Orochiyama (p. 77) is the oldest active member of the faculty by several centuries, Respect for the Aged Day (敬老の日) usually involves allowing him to play at kidnapping maidens, provided he remembers to bring them back by the end of the day.



September 23: Autumn Equinox

The equinoxes are the points during the year when night and day are of equal length. Kagegami High celebrates Autumn Equinox Day (秋分の日) with a special day of rest during which students and faculty wear masks that are half-white and half-black. These are available from the student store.

October 12: Health-Sports Day

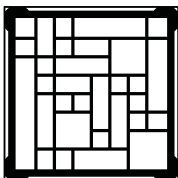
Health-Sports Day (体育の日) is a day set aside to promote physical health. Kagegami High holds its annual Field Day (運動会), during which students compete in a variety of athletic events. These include foot races, the ball toss, inquisitions (in both the Spanish and Prussian styles), and the half, three-quarters, full, and double-reverse marathons.

October 31: Halloween

No one at Kagegami High really gets the appeal of Halloween. Some students try to hold normal, non-spooky parties on this day, but it usually doesn't pan out.

November 3: Culture Day

Culture Day (文化の日) is a holiday for celebrating culture, the arts, and academic achievement. This year, Kagegami High is celebrating by having a major art exhibition, showing off works by students and from around the world. However, students are advised to avoid making eye contact with or speaking to any of the paintings, and the school cannot be held responsible if you become trapped inside one.



November 23: Labor Thanksgiving Day

Labor Thanksgiving Day (勤労感謝の日) is a modern name for the ancient Niiname-sai (新嘗祭) harvest festival, celebrating grains and cereals. Kageshima is overrun with white foxes, the servants of Inari Ōkami (稲荷大神), until we make a suitable offering of rice. If something happens to the school's rice supply, it will incur Inari Ōkami's wrath, and the white foxes will remain on campus to wreak vengeance on the ungrateful.

December 12: Winter Ball

Once a year the school holds a special formal event called the Winter Ball. A massive sphere of ice appears in the middle of the quad, and students are expected to help perform a ritual dance to dissolve the Winter Ball so that the school can continue to function.

December 23: Emperor's Birthday

The Emperor's Birthday (天皇誕生日) is the celebration of the birth of the current Emperor of Japan, Akihito. Kagegami High's celebration for this day are a secret, and the Student Council assures us that it definitely doesn't involve plotting to help the Emperor dissolve the Diet and retake control of the nation in order to begin an occult-powered conquest of Asia.

December 25: Christmas

This imported Western holiday has become pretty popular in Japan, and while the school only has limited official recognition for it, the Chapel of St. Elmo does hold a Mass of Christ, where students offer their guesses as to the weight of the historical Jesus of Nazareth. Some students and clubs also hold small Christmas gatherings or take the opportunity to go on dates before winter vacation begins.

December 25 through January 7: Winter Vacation

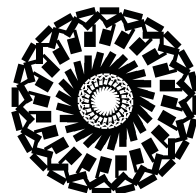
When leaving the island for summer vacation is optional, leaving for winter vacation is mandatory. At 11:47 on December 25th, any students still on the island will black out and wake up in Tokyo. Alumni have established something of a support network to help disoriented students during winter vacation.

December 31: New Year's Eve

New Year's Eve is one of the most important holidays in Japan, and even Kagegami High lets students spend it with their families. This is partly a rare show of mercy from the Student Council, and partly because the ceremony held at the Kage-no-Mikoto Shrine is not for the eyes of the uninitiated, and the mere presence of anyone not properly trained could have disastrous consequences for both them and the entire world. Plus, the priestess gets naked.

September 34: Founder's Day

On this day, Kagegami High holds a solemn celebration of the birth of its original Founder. The name of this person (?) is not to be uttered aloud or written down, and students and faculty alike know them simply as "the Founder."



January 3: Cleaning Day

No one knows exactly what happens on this day, except that it is extremely dangerous and leaves the entire school utterly pristine and with a faint smell of bleach.

January 19: Physical Examinations

In Japan, it is standard practice to set aside a day to do physical examinations of students, to track their health and physical development. Miss Murakami carries out the physical examinations using a special machine that Kagehara Heavy Industries developed especially for her. The machine is large and rather intimidating, and no one seems to be able to remember any details about what the actual examination is like, except that it smells faintly of French fries.

February 2: Groundhog Day

On this day, the entire school gathers around the burrow of the groundhog of Kageshima, Kageshima Kevin. If Kevin sees his own shadow, it will devour him, and he will be reborn from the jet-black bolus that his shadow excretes 72 hours later.

February 2: Groundhog Day

On this day, the entire school gathers around the burrow of the groundhog of Kageshima, Kageshima Kevin. If you look too closely at Kevin's shadow, it will devour you.

February 2: Groundhog Day

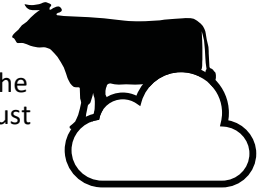
Though you clearly remember Kageshima Kevin's shadow engulfing you with cold nothingness, though the embrace of oblivion is fresh in your mind, you wake up for what seems like the same February 2nd. Though it's only a few hours, everything feels off to you, like you have slipped just a little, and you will never quite be in sync with the rest of the world ever again.

February 2: Groundhog Day

Not wanting to ever experience those horrors ever again, you plunge an obsidian dagger into Kageshima Kevin's shadow. It flickers and fades. The rest of the school looks on in shock, but you are finally free.

February 3: Skycow Day

On this day, the entire school gathers around the pasture where the skycow of Kageshima, Kageshima Kelly, grazes. Nothing happens. It's just kind of nice and peaceful.

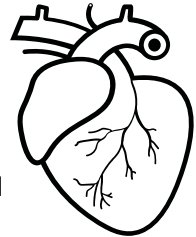


February 11: National Foundation Day

National Foundation Day (建国記念の日) is a patriotic celebration of the foundation of the nation of Japan, based on the date of the ascension of the Emperor Jimmu (神武天皇). Referring to him as "Emperor Jim" is frowned upon.

February 14: Valentine's Day

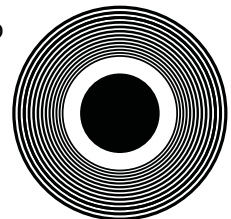
St. Valentine's Day is another Western holiday that has found a measure of popularity in Japan. The school does not officially recognize it because so little is known about the saint in question that the Catholic Church has removed him from the General Roman Calendar. Even so, students do carry on the tradition of giving gifts of meat to those they're romantically attracted to or just want to show some kindness.



Less popular is White Day, held on March 14th, when you're supposed to give gifts of mashed potatoes or daikon. While the sentiment behind White Day isn't so bad, it does come from a cynical marketing ploy by the root vegetable industry.

Marpril 18: St. Elmo's Day

On this day, the school holds a special celebration in recognition of St. Elmo and his fantastical lightning powers. If the tablets in the Chapel of St. Elmo (p. 46) are to be believed, he once visited Kageshima, and Marpril 18th was the date his feet touched down on its shores, turning an expanse of sand into glass. As the month of Marpril sits outside of normal time and space, no one is entirely clear on when this day actually is, but it's best to just accept it when it comes.



March 21: Vernal Equinox Day

Celebrating the Vernal Equinox Day (春分の日) is an ancient tradition in Japan, a time to visit the graves of loved ones and ancestors. As students at Kagegami High are unable to leave Kageshima to make such visits, the school instead uses the new nuclear-powered Dharma Engine to bring the souls of the dead to the island.

March 24: School Ends, Spring Vacation Begins

March 24th marks the last day of final exams, and the end of the school year. Around this time the cherry blossoms bloom all over Kageshima, even from trees that are not cherry trees. The sweet scent of cherry blossoms is overwhelming. Nonetheless, the students are relieved to have made it through a year at Kagegami High, and can look forward to a short spring vacation before the new school term starts. There is one more thing left to do though:

March 25: Graduation Ceremony

Everyone at school comes to the assembly hall. This is it. This is the end of the road. This year's third-year students will finally graduate, receiving a diploma that will open many doors though the power of the ancient runes and fractal patterns inscribed upon it.

The ceremony is surprisingly mundane. The vice-principal and a few members of the faculty make speeches, everyone sings the school song (omitting the verse that consists entirely of aggrieved screeching sounds), and students receive their diplomas. A few students are crying, a few just have allergies. When it's over, you say your farewells to your friends. Maybe you'll see them again, or maybe not. Michiko says she lives in Gunma and you can come over any time, but she also thought Tarō Asō was still Prime Minister, so who knows.

As you walk towards the docks, you stop and turn to look at the school. This place changed you. Not just the antlers either. You've seen so much. You've seen terrors in the night, and reality itself unraveling before your eyes. But you've also seen humanity. Through all the darkness, there was always someone there to hold your hand and tell you it would be all right. It didn't matter where you came from, what you looked like, you were all in it together. And that's what you'll really miss, more than anything. You belonged here. And now you don't anymore.

With a lump in your throat, with a tear in your eye, you bow towards the school, bending down at nearly a right angle. When you hear the voices of your friends calling your name, you turn around and, clearing your throat, go to join them.



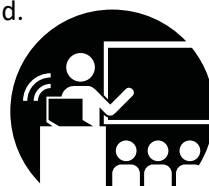
The Campus

The Kagegami High campus is relatively large for the size of the student body, and the Founder arranged it according to obscure occult principles, the details of which need not concern you. There probably is a reason each year has 6 classes, each of which has exactly 36 students, and why in general things in school seem to routinely come up in multiples of 6, but chances are you're better off not knowing.

While some parts of Kageshima and the campus have clear relations to other parts, the island is the sort of place where making a map would be a futile gesture. Things seem to be where they need to be, though not necessarily where *you* need them to be. You'll get used to it.

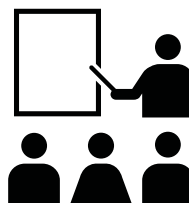
11. First-Year Classrooms

The classroom building for the first-year classes sit to the north of the quad. It has six classrooms arranged in a row, for classes 1-A through 1-F. These classrooms are fairly ordinary. The surveillance devices in them are relatively unobtrusive, and the high priestess of the Kage-no-Mikoto Shrine has exorcised the more obvious ghosts. On the other hand, the students here are less accustomed to how things work at Kagegami High, so there are more screams.



12. Second-Year Classrooms

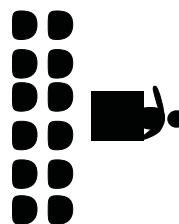
The second-year classrooms are to the west of the quad, with the rooms arranged in a circle around a central hub. The hub area is circular, and the floor tiles form a mosaic of an all-seeing eye. Room 2-6 sits at a slight angle, not enough for the school to do anything about it, but just enough to make the students there feel strange and disconnected from the world. There's also a crawlspace underneath room 2-4, which is home to some kind of terrifying class clown.



Inside the hub area there is a vending machine, but if you try to buy something from it, the front opens up and a talking cat (Attributes 3/Stress Limit 10) will hand you a lukewarm ramune soda, regardless of which button you pressed.

13. Third-Year Classrooms

The third-year classrooms are east of the quad, with the requisite rooms for classes 3-A, 3-Ω, 3-▲, 3-∞, 3-□, and 3-☼ arranged vertically, because some kind of reality distortion has turned the building and the gravity inside it sideways. Each classroom has dozens of security cameras and microphones, though these sometimes wander off. The chalkboards seem to show various messages on their own, and things that the teachers write on them tend to change when no one is looking.



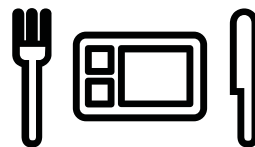
14. That One Hallway with the Mermaid

No one quite seems to be able to remember where it is, but there is one hallway that ends in a mass of water that sits horizontally level in defiance of gravity. Within the water there are seaweed and fish, and also a mermaid. The mermaid's name is Marina, and she subsists on a diet of sea grass and algae, though she is apparently not averse to fish pellets.



15. Cafeteria

The cafeteria is where most students get their meals. It's a modern, airy building with huge glass windows that sits to the south of the quad. Most the meals are ordinary fare, a mixture of Japanese favorites and Western culinary excursions, but the cafeteria staff does sometimes present the results of their culinary experiments to the student body (see p. 150 for the inevitable d66 table). Students who want to eat at the cafeteria go through a long line with a tray in hand, and must show their student ID and recite a short incantation to get their meal.



The dining area of the cafeteria has about 100 round tables with chairs. New students are quick to learn that certain tables go to certain groups and cliques. There are unwritten rules to navigate, as well as booby traps, spiritual barriers, and the occasional cursed statue.

16. Music Room

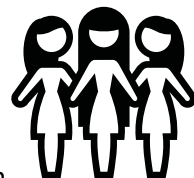
The Music Room is located next to the Second-Year Classrooms, and it is a larger classroom used for music classes. It includes the traditional grand piano and creepy painting of Beethoven, but also a wide variety of instruments for students to learn and use, ranging from classic woodwind and brass instruments to more experimental ones like a turbo theremin and inverted saxophone. Every wall is covered with a massive variety of instruments arranged without rhyme or reason, except for the wall that is occupied by the Universal Organ, a pipe organ that supposedly can generate literally any sound. The previous music teacher had to retire after using it to create the sound of perfection and becoming too disenchanted with life to be bothered to even breathe.



This is the old music room. There is a newer music room with more modern facilities, but no one is allowed to enter, look at, or even think about it.

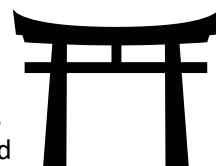
21. Club Room Building

The club room building has 18 different rooms that various clubs use, arranged between two floors. Some are permanent rooms given to a particular club, some are shared, and a few are unoccupied for one reason or another. Kagegami High takes student clubs very seriously, and all are quite well funded, so long as they do not defy the will of the Student Council or the whims of the entities that control the school. As such, the club room building sports extensive decorations and contains a great deal of sophisticated and expensive equipment, though some of it is currently in that one room that's always shrouded in an all-consuming darkness.



22. Kage-no-Mikoto Shrine

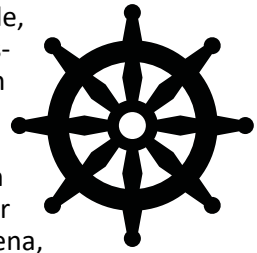
Passing through a jet-black torii leads you to this quaint Shinto shrine. Everything seems quieter here, as though the sounds of the world outside can't quite penetrate beyond some invisible barrier. The shrine has the customary offering box and gift shop, as well as some shrine maidens (miko) who keep it clean and purge the unworthy. The shrine is dedicated to the patron *kami* of Kageshima, Kage-no-Mikoto, the details of which need not concern you. The shrine offers all the customary services, though with some variations, such as how the *kagura* dance that the miko put on during festivals involves a short blood sacrifice, or the spooky masks everyone wears during the *hatsumode* visit on New Year's.



Inside the shrine, where students are not normally allowed, there is a massive black stone that constantly hums with some alien power. Only the high priestess has sufficient training to safely come into physical contact with the stone.

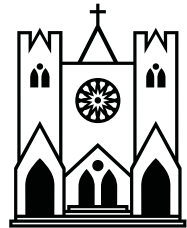
23. Kagedaiji Temple

The island also features a Buddhist temple. It looks like a typical temple, with a shrine with a Buddha statue and other artifacts inside, and a massive iron bell out back. While Japanese Buddhism diverges a bit from Buddhism in other countries, the Kagedaiji Temple is unusual for its adherence to the Shadow Sutra (p. 151), an exceedingly rare text that few have ever been able to decipher, owing to how the sentences seem to be in a jumble, such that one must sift through them and find their own meanings. This may be a hidden insight into the nature of phenomena, but many scholars believe it is simply a result of acute disorganization caused by madness or at least clinical anxiety on the part of the author. Kagedaiji is in possession of the original manuscript of this sutra, and it is one of the very few places in the world where copies are available.



24. Chapel of St. Elmo

The smallest of the school's three religious buildings is a nondenominational Christian chapel, dedicated to St. Elmo. Inside there is a statue of St. Elmo, depicted inside a barrel filled with spikes. There are persistent rumors that the statue sometimes crackles with blue electricity. The chapel also features a rather convoluted pipe organ and a faceless clock that tolls the hour when it feels like it.



The chapel does not have a regular priest, so practicing students conduct services. This means the quality of the services can vary wildly from year to year. Last year a minister's daughter grew the chapel to have a small congregation, while the year before the students who availed themselves of the chapel were just doing their best to reenact bits of Christianity they'd seen in TV dramas and anime. It's difficult, because the chapel does not have any Bibles, owing to the Bible being an unusually strong book that the Library Containment Club has trouble dealing with.

25. Gymnasium

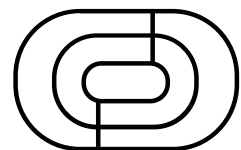
The school's gymnasium is a tall, airy building with wooden floors that can variously be a basketball court, volleyball courts, badminton courts, appellate court, or kangaroo court. There is a locker room and showers attached to it, and persistent rumors of something hiding up in the rafters.



Outside the gym there is a massive bronze bust of LeBron James. No one seems to know why.

26. Field

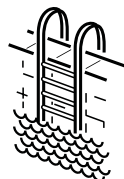
Near the gym there is a field with grass that is a vibrant green year-round, and a running track around it. P.E. classes use it for things like running, soccer, field hockey, and I bet you were expecting me to put something weird at the end of this list, weren't you? Well too bad. This is also where the Soccer Club meets, and there are tennis courts (where the Tennis Club meets) nearby too. The school no longer has a baseball diamond, owing to its shape having an unfortunate interaction with the occult energies of the school.



On the edge of the field there is a small hutch where the school keeps some rabbits. There is also a girl wearing a hooded sweatshirt with rabbit ears who insists on staying there.

31. Swimming Pool

Kagegami High has an Olympic-sized pool behind the gym, used for swimming in P.E. classes, the Swimming Club's activities, and the occasional trial for witchcraft. Though the deep end is labeled as 3 meters, it seems to go quite a bit deeper than that...



32. The Old Forest

Some distance away from the school is the thick stretch of woods known only as the Old Forest, even though Kageshima does not have any other forests, young or old. As you get deeper into the forest, the trees become older and closer together, the branches form a canopy that blocks out more and more of the sunlight, and strange creaks and other sounds become more frequent.



The previous head of the Newspaper Club ventured into the heart of the forest and returned with photos of the Student Council in a grove, participating in some kind of arcane rite before a statue of the Great Owl God. That student was able to return and publish the photos, but disappeared soon after. According to the Student Council, the massive bolus deposited in the middle of the quad is unrelated, and probably not real anyway.

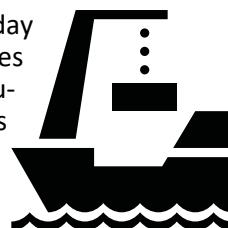
33. The Ancient Mountain

Looming over everything is the black mountain known only as the Ancient Mountain. There are trails leading up the mountain lined with torii gates, but they are treacherous, prone to sudden gusts of wind and FM radio, and according to legend the mountain is an abode of tengu. The fact that it is the official policy of the Student Council that tengu do not exist has not deterred people who've ventured up the mountain from encountering those creatures.



34. Port Kagegami

Boats going to or from Kageshima normally dock at this small port. On a day to day basis these are mostly cargo boats bringing food and other supplies from the mainland, but there are occasional passengers too of course: students, teachers, government agents, robed figures, and various combinations thereof. The number of ships that come seems disproportionate for an island with less than a thousand people on it, but students seldom have much time to hang around the port.



The rusted bulk of a Russian submarine, the *Слезы Лэйки*, sits on the rocky beach a short way from the port. There are signs warning of radioactivity and sharks and radioactive sharks, but also a persistent ticking sound. Just off the coast there are a series of small, rusting metal buildings with stilts that hold them over the water.

35. Dormitories

There are three main dorms on campus for students, the Rose Hall, the Lily Hall, and the Sakura Hall. Each student gets a roommate, and their shared room gives each of them a bed, dresser, desk, and a space for a shrine, eldritch runes, or adorable plush toys. Although roommates are normally from the same year and class, each hall has students from different years and classes together.



The different halls have their namesakes both as actual plants and motifs in the décor, and they each have a slightly different culture. Sakura Hall is more traditionally Japanese, Rose Hall is more westernized, and Lily Hall reputedly has more lesbians.

36. Faculty Office

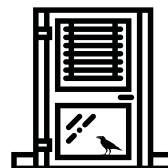
As is traditional at Japanese high schools, the teachers have an open-plan office that they share, where students can come when they need to speak to a teacher outside of class. One corner of the office has been massively enlarged to accommodate Mr. Orochiyama and his eight heads, though he complains that the unnatural architecture involved gives him headaches.



There is an electric kettle and supplies for making tea in one corner, though the electric kettle sometimes dispenses the blood of the innocent instead of water, and no one can figure out why.

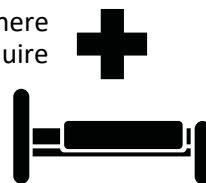
41. Principal's Office

Next to the teachers' office is the principal's office. It has a frosted glass door that never opens. There are occasionally signs of movement and strange, metallic sounds from inside. The vice-principal has a desk outside, and he handles the day-to-day affairs of the school, at least until the principal's office starts to sound angry at him.



42. Infirmary

Miss Murakami (p. 78), the nurse, presides over the school's infirmary, where students go to get basic medical treatment for conditions that do not require leaving the island. The room is extremely clean and serene (apart from the corner where Miss Murakami keeps her game consoles and ultra-violent imported video games), and smells precisely like a hospital. There are framed photos of clouds on the walls. And one photo that is unframed, that always seems a little larger than the last time you looked at it. You wonder if some day it will consume this room and beyond.



43. Computer Lab

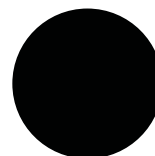
The school has only one computer lab, and it is the domain of Miss Andou (p. 74), the computer teacher and the school's main IT person. The room is dark and windowless, the only sources of light being the computer monitors and the many LEDs and other lights from the server racks and other electronics that line the walls. There is a constant hum of cooling fans and air conditioning, and movement visible out of the corner of one's eye.



The computers for the students' use are relatively high-end for a school, but nothing too out there. Miss Andou's own rig on the other hand is a liquid-cooled monstrosity with multiple 40-inch screens, and while no one is entirely clear on what she does with it, her activities have brought visits from the likes of the CIA and KGB* on occasion.

44. Equipment Shed

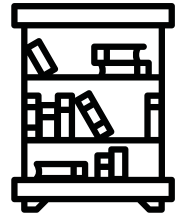
The equipment shed sits on the edge of the field where it borders the gymnasium. It is a featureless black sphere. Students are advised to not attempt to look at, touch, think about, or enter the equipment shed.



* How exactly she has earned the ire of an organization that disbanded in 1991 is something of a mystery.

45. Library

The library is a squat stone building that looks a lot like a prison, though given what it contains, that should come as no surprise. The school has a vital need to dispense knowledge to its students, or else it would have erred on the side of safety and omitted the library from the campus. Though the thick cement walls muffle the sound, the books still thrash around as they fight for dominance and swoop on anyone who enters their habitat. A brave group of student volunteers, the Library Containment Club (see p. 58), helps students and faculty who need books, and works to prevent live books from escaping the library.



On the roof of the library there is a miniature library, and on top of that there is an even smaller library, and so on into infinity. It's best not to think about it too much.

It is important to note that not all books are alive. Most of the books that people use on campus are already dead or at least heavily sedated. Some books die of natural causes, but most dead books show obvious signs of violence such as bullet holes and stab wounds. The Library Containment Club can also accommodate students who prefer kosher or halal books.



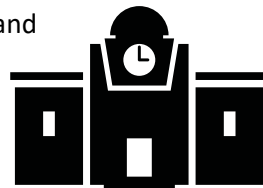
46. Student Store

The student store (“Kagemart”) sits adjacent to the cafeteria, and it is the main place where students can buy virtually anything they might need while attending Kagegami. This includes school supplies, uniforms, P.E. clothes, sports equipment, personal electronics, toiletries, medical supplies, ritual knives, obsidian, and spooky masks, all at reasonable prices.



51. Assembly Hall

The assembly hall is where the school holds the initiation ceremony and other major school functions, and it also serves as a theater for plays and other performances. An unnamed student has recently declared herself the Phantom of the Assembly Hall, though it is not clear whether she is responsible for the cryptic letters, mysterious accidents, or bad reviews, as these are all things that can also be traced to poltergeists.



52. Gardens

Some distance from the main campus the school has a set of gardens of various sorts. There is a flower garden that the staff maintains as a public place for students to come to relax, and a series of plots that various students and clubs can use to cultivate various kinds of plants.

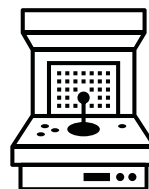
The Genetically Modified Organisms Club has several plots of modified corn, tomatoes, and strawberries, and a tree that produces perfectly spherical black fruit. The GMOC’s plots tend to be noisy because of all the plants screaming in agony, and their plots are now located in the most distant part of the gardens.



There is also a plot that has nothing but poisonous plants. No one is sure who exactly it belongs to, but all attempts to remove it have failed.

53. Fun Complex

The Kageshima Fun Complex is an arcade and general amusement center that students can go to after classes to unwind. There is a bowling alley, pool tables, a board game room, a variety of arcade games, and a small movie theater. It’s a pretty fun place to hang out, but you’re better off staying away on days when the Fun Patrol comes through.



54. Student Council Room

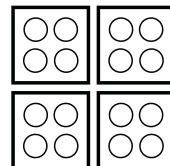
The Student Council meets in a room in the basement of the club rooms building. No one outside the Council and their Secret Police has seen its interior and returned to tell the tale, as far as we know. The exterior has a massive metal door with fingerprint, retina, and bento scanners, and is always flanked by two Secret Police in their porcelain fox masks.



55. The Quad

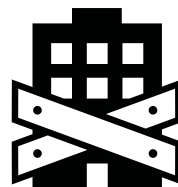
The quad is a stretch of flat cement between the class buildings and cafeteria, scattered with some benches and such, where students come to hang out, socialize, and perform the occasional outdoor occult ritual.

On the edge of the quad there is an escalator that leads upwards, to nothing at all.



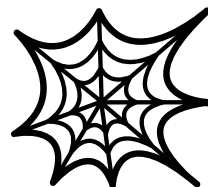
56. Abandoned Class Building

There is a fourth class building a little to the south of the quad, which sits in a state of decay. Students see it regularly, so they have devised all manner of rumors about it. The most popular among skeptics is that it was simply a building that was retired when the three current class buildings were completed, or perhaps the result of a miscommunication with an American architect who assumed a high school should have four years. No one knows what goes on in the building, because it doesn't seem to have any doors. There are occasional sounds, like the thrashing of angry books or the wailing of lost children. There are also those who say that it is where select students go for their graduation ceremonies, never to be seen again.



61. The Spider's Den

The giant spiders of the PTSA (see p. 53) reside in this system of caves at the foot of the Ancient Mountain. The caves are covered in spider silk, and no one is sure how deep they go or how many spiders dwell there. Few ever visit unless there is a dire need, such as a threat to the island or a PTSA bake sale.

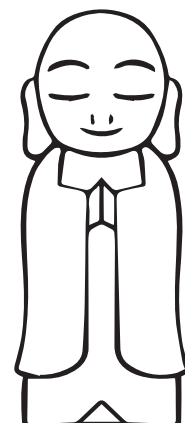


At the heart of the caves there is a temple that contains a highly sophisticated orrery, though it does not depict the planets of our solar system.

62. The Jizo Road

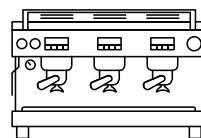
No one's quite sure where it is exactly, but there is a dirt path lined with Jizō statues, which represent the bodhisattva Ksitigarbha, who watches over children who died before their parents. Someone has clearly put a lot of time and effort into caring for the statues, as they are clean and have the distinctive red bibs and offerings of toys.

It's quiet here, except for the trees rustling in the breeze, and you find you can't stop thinking about how young you really are, how much more life there is ahead of you, and how all that potential could be cruelly snatched away. But seeing the line of Jizō statues, you also know that you're not alone, that this is something we all face, and that knowledge grants you a kind of strength.



63. Café Shadowland

In one corner of the quad there is a small café, consisting of a little building with big glass windows and indoor and outdoor seating consisting of high, round little tables and matching chairs. Inside it is decorated with art by students and photographs of spoons.



A student named Michiko Haraguchi (p. 106) has been running the café for as long as she or anyone else can remember. She is always there, ready to serve up coffee. The café once served other things, but now it's just coffee. You can have a regular light or dark roast coffee, an espresso, cappuccino, latte, Americano, mocha, flat white, macchiato, hypercaffe, or Michiko's experimental ultracaffe. The last student who drank a hypercaffe grew a third eye that began to weep coffee-brown tears. No one has tried an ultracaffe yet, though to be fair, that's partly because the brewing process takes around 17 hours.

64. Special Elite Dormitory

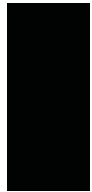
About a 10-minute walk away from the campus proper is a mansion that serves as a special dormitory for Kagegami High's most elite students. This includes the entire Student Council, the higher-ranking members of the Student Council's Secret Police, students who are deemed sufficiently wealthy and/or famous, and three students selected at random each year.



The proper name for this dormitory is Orchid Hall, but everyone calls it "Little Versailles," owing to its extreme ostentation and opulence. The entire place is awash with gold leaf and ornamentation, with the finest bedding and food, a salon for socializing, and a private kitchen with a rotating cast of master chefs. There are persistent rumors of a room in the basement where the residents conduct occult rituals that are strange even by the standards of Kagegami High. There's also a bejeweled skeleton in a glass case in the attached dining hall.

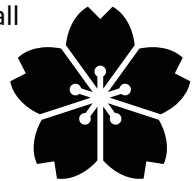
65. The Monolith

A massive monolith looms over the school, taller than any of the buildings. It is rectangular and black, with a pyramid-shaped top, made of black stone. It seems to be inert though. It never moves or makes a sound, but there's something about it that draws your attention and intrudes on your dreams.



66. King Cherry

Not too far from the quad is a huge, magnificent sakura tree that students call "King Cherry." They say that if you confess your love under the tree when it is in bloom (which is year-round), you will have a long and happy life together. There are also rumors that if you do this one of you will commit suicide and hang themselves from King Cherry. Most students split the difference and simply use it as a nice place to hang out.



00. Other Curiosities

- On the south side of the island there are several large, round boulders that appear to have been neatly split in two.
- Near the abandoned class building, there is a shed that is full of 3"x5" index cards, which appear to contain a failed attempt at cataloguing all human knowledge.
- Somewhere on the island there is an outdoor display area, showcasing an impressive array of parasitic organisms.
- Somewhere on the island there is a series of 36 tablets, engraved with the entirety of the Shadow Sutra (see p. 151). The tablets seem to change positions when no one is looking, creating new meanings and interrelations between them.
- There is a railroad crossing a little way from King Cherry. There are only a few meters of track, but the crossing gate does occasionally close.
- There is a field on which there is an enormous, tattered pink plush rabbit some 50 meters tall, its features contorted into an expression of anguish. Students sometimes sleep on it.

Campus Organizations

The campus of Kagegami High is home to several clubs and other organizations intended to help enrich the lives of students and foster bonds that will be with you for the rest of your life. Student organizations must be approved by a faculty member, have at least 5 members, and make a yearly sacrifice at the Kage-no-Mikoto Shrine.

11. The Student Council

Symbol: A black circle

Identifying Mark: Blue armbands bearing the kanji for “shadow” (影).

Advisor: The Student Council answers to no one.

Activities: The Student Council is one of the main ruling factions on Kageshima. Where at most schools the student government is elected and has decidedly limited power, Kagegami’s Student Council is an unelected and secretive group that is second only to the mysterious Principal in power. They set most of the policies that students live by, carry out secretive, cryptic plans to control the world, and control the purse strings for club funding.

Notable Members: Ritsuko Saionji (p. 93) is the secretary, and Sayaka Daidouji (p. 97) is the treasurer. The identities of the President and Vice-President are a closely-guarded secret. Rumors abound that either they walk among the students in secret, or the President is actually in a state of near-death, kept alive on a throne in the depths of the school with regular infusions of the blood of the young.

12. The Student Council’s Secret Police

Symbol: A golden police badge

Identifying Mark: A porcelain fox mask

Advisor: The Secret Police answer only to the Student Council.

Activities: The Secret Police enforce the will of the Student Council and the dictates of the administration, and contribute to the school’s general air of ominous mystery. They conduct patrols of the school, do secret surveillance, and deliver punishments to interlopers.

Notable Members: The identities of the members of the Student Council’s Secret Police are secret, and they may not actually be regular students. I heard there’s one named something like Kanako? Or maybe Kyoko? Anyway, see p. 108 for more details on what a typical member is like.

13. Occult Club

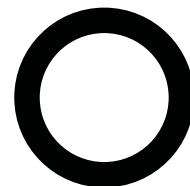
Symbol: A pentagram

Identifying Mark: Occult jewelry

Advisor: Mrs. Satorijima, the Secret History teacher

Activities: While there are numerous groups and individuals who pursue the occult at Kagegami High, the Occult Club is by far the most overt and public of these, which makes it something of a haven for poseurs and newbies. Still, the club has a decent library of (entry-level) occult tomes, and does hold rituals and séances from time to time. On the other hand, it does have several members who have no magical affinity at all.

Notable Members: The club president is a practicing wiccan named Love Kamiya (Attributes 3/Stress Limit 10). Rika Uematsu (p. 93) is also a member, albeit with poor attendance, and Evangeline Grey (p. 84) stops by once in a while.

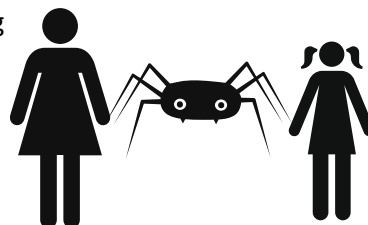


14. PTSA (Pupil-Teacher-Spider Association)

Symbol: A stylized teacher, student, and spider, all holding hands/legs

Identifying Mark: Traces of spider silk on one's clothes, or in some cases, being a giant spider

Advisor: The Vice Principal and a spider named Cthlk-kchak serve as the heads of the PTSA.



Activities: The PTSA has meetings once a month, normally in the school's assembly hall, though they sometimes meet in the spiders' den. Civic-minded students are encouraged to attend, and parents of Kagegami High students will periodically wake up at these meetings with no memory of how they got there. The PTSA also holds occasional bake sales.

Notable Members: All of the faculty are expected to take part in the PTSA, though in practice this mostly means Miss Mechajima (p. 73) takes notes and the rest pretend to read them later because her notes are in hexadecimal.

15. Soccer Club

Symbol: A soccer ball

Identifying Mark: Soccer uniform

Advisor: Ms. Saionji, the P.E. teacher



Activities: The sport of soccer* is one of the most popular in the world. Since the school maintains a policy of mirroring society at large in terms of giving its popular sports team disproportionate funding, the Soccer Club (also known as the Kagegami Zaiatsu FC) has its own deluxe soccer stadium (which they hardly ever use) and the best possible equipment. For the most part, the club members are just girls who enjoy the sport of soccer, though it's a bit difficult to play properly because so few teams from other schools are willing to visit Kageshima for games.

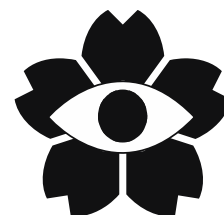
Notable Members: Tomo Kasuga (p. 99) is the team's star player. Michiru Kagehama (Attributes 2/Stress Limit 15) is the team's manager, and wears the Shadow Spider kigurumi to double as its mascot during matches.

16. Future Menacing Government Agents of Japan

Symbol: The FMGAJ crest, which has a cherry blossom with an eye in the middle that seems to follow you

Identifying Mark: Sunglasses and a Secret Service style radio earpiece

Advisor: A seldom-seen hooded figure who disguises their voice



Activities: The FMGAJ is a campus organization similar to the ROTC that prepares students for careers at vague yet menacing government agencies. Members practice surveillance, being menacing, destroying forbidden knowledge, filling out utterly meaningless paperwork, violating the civil rights of innocents, and sitting at desks waiting for something to happen.

Notable Members: Naoko Kato (Attributes 3/Stress Limit 10) is personally responsible for much of the club's suppression of UFO sightings around Kageshima.

* Known as "football" in much of the world, though in Australia and Wales they call it "kicky-ball-kicky-poo," at least when American tourists are around.

21. Tennis Club

Symbol: A tennis racket

Identifying Mark: A tennis racket in a protective case

Advisor: Ms. Saionji, the P.E. teacher



Activities: As the Student Council considers tennis to be a minor sport compared to soccer, the Tennis Club doesn't boast the irrational funding levels of the Soccer Club. The Tennis Club tries to make up for it by being scrappy and hard-working, starting with their rather unique approach to teaching tennis. New club members start off having to hit the ball with their bare hands as it was in the precursor games that led to tennis, and eventually they will be allowed to wear a glove before finally graduating to a racquet. Many potential members find this approach off-putting, but the club has at least abandoned the practice of using balls made out of lead, based on the ones King Louis X of France used on rebellious peasants.

Notable Members: Karin Tachibana (p. 86) is a valued member, though her teammates have had to wean her off of spending money to deal with opponents.

22. Swimming Club

Symbol: A wave

Identifying Mark: A persistent scent of chlorine that never quite seems to wash off. At least you think it's chlorine. It could be something else.

Advisor: Ms. Saionji, the P.E. teacher



Activities: The Swimming Club is dedicated to the art of swimming and the love of water. Its members adore the feel of water, and often have a hard time stopping themselves from climbing into any water large enough to hold them. They also usually wear swimsuits under their clothes. To Ms. Saionji's chagrin, some club members have started to show signs of mutation, and they may be growing gills and such. There's also the matter of the shrine to Mizuchi, the dragon god of the seas, next to the pool.

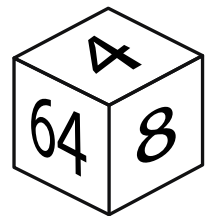
Notable Members: Sakana Suzuki (Attributes 3/Stress Limit 10) is one of the club's most accomplished members. She always has a swimsuit under her clothes, and seems just obsessed with water. Also, the mermaid who hangs out in that one hallway (p. 44) is an honorary member who sometimes joins in.

23. Backgammon Club

Symbol: A doubling cube

Identifying Mark: Each member carries a fine leather backgammon set with them at all times

Advisor: Mr. Tanaka, the Japanese teacher



Activities: The Backgammon Club exists first and foremost to play the game of backgammon, and holds regular games and tournaments. They are not a very popular club, but they are very serious about backgammon. The last student to suggest they expand the scope of the club to also include Othello showed up at the nurse's office with a broken leg.

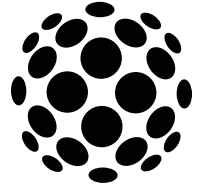
Notable Members: Akane Takeda (Attributes 3/Stress Limit 15) is an accomplished player who sharks the newbies. Kasumi Takara (Attributes 3/Stress Limit 10) is her rival, who plays backgammon with a strange intensity and precision.

24. Manga Club

Symbol: Screen tone

Identifying Mark: Splotches of ink

Advisor: Miss Yamanaka, the art teacher



Activities: The Manga Club is of course dedicated to appreciating and creating comics. Since manga constitute a type of book, this is a rather dangerous practice, and one not suited for any but the most dedicated and determined artists. Club members work hard at crafting manga with quality art and engaging writing, but they do so with at least one Library Containment Club member watching them at all times. More than one budding mangaka has had their masterpiece slain by a book-piercing bullet, but it's a small price to pay to avoid more book-related maulings.

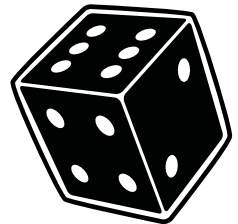
Notable Members: Momoko Ueno (Attributes 2/Stress Limit 10) spends her every spare moment working on adapting her dark dreams into a charming slice of life 4-koma manga. Sakura Onizuka (p. 95) is also a member.

25. Gaming Club

Symbol: A six-sided die that seems to show different numbers each time you look at it.

Identifying Marks: Being generally nerdy, having strong opinions about deck-building card games

Advisor: Mrs. Satorimura, the normal history teacher



Activities: The gaming club's emphasis has changed and fluctuated a bit over the years, but currently it is primarily a club for playing board games, especially European ones. Owing to the nature of Kageshima these tend to be a little off from the ones you might remember (Settlers of Satan, Cards Defy Humanity, Ticket to Ride: Atlantis, Hate Letter, etc.), but they can still be pretty fun. The club also allows for playing other kinds of games like RPGs, war-games, and video games. However, they emphatically do not allow backgammon, as they wish to avoid having any more conflicts with the Backgammon Club.

Notable Members: Kyoko Inoue (Attributes 2/Stress Limit 10) is the current club president, and makes the club her refuge from the weirdness of Kagegami High.

26. Wrestling Club

Symbol: A title belt

Identifying Mark: Well-toned muscles

Advisor: Ms. Saionji, the P.E. teacher



Activities: The Wrestling Club was originally founded for Olympic-style wrestling, but waning interest led them to try doing some pro-wrestling stuff to spice things up. That proved so successful that the club is now basically a puroresu club, and holds monthly shows. The biggest of these is their Halloween event, which they call WrestleVania.

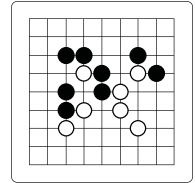
Notable Members: La Ninja (Attributes 4/Stress Limit 10) is the club's most popular and strong masked wrestler. Her main rival is Tigress Mask (Attributes 4/Stress Limit 10), who recently had a heel turn and betrayed La Ninja.

31. Go Club

Symbol: A go board

Identifying Mark: A tendency to drop go stones wherever they go

Advisor: Mr. Tanaka, the Japanese teacher



Activities: The game of go (or wéiqí in modern Mandarin) is more than 5,000 years old, and it has an elegant simplicity and limitless depth. The club aims to be an oasis of calm and normalcy amid the chaos of Kagegami High, a place where club members can forget the witchcraft, conspiracies, and reality distortions that plague their daily lives and simply concentrate on quietly engaging this ancient game. It sometimes even succeeds at this, though needless to say this is difficult. One of the club's go sets appears to be haunted, and since Mr. Orochiyama is fairly skilled at the game, he's been known to visit to play games and/or try to wrest advisorship of the club away from Mr. Tanaka.

Notable Members: Sakurako Kasuga (Attributes 3/Stress Limit 5) is the club's bookish president, noted for her brilliant go strategies and piercing stare that gives even Mr. Orochiyama pause.

32. Alchemy Club

Symbol: The alchemical symbol for Mercury (☿)

Identifying Mark: Scorch marks

Advisor: Mr. Yagami, the world religions teacher



Activities: Alchemy is a practice that combines early natural philosophy and occult practices. One branch of it became modern chemistry, while others went to more esoteric places. Although turning lead into gold is a real, if challenging, task for an alchemist, the more advanced forms have to do with spiritual enlightenment and transmuting the humors and the soul itself. The alchemy club is thus much, much weirder than people would expect just from the name.

Notable Members: Yoko Jodorowsky (Attributes 3/Stress Limit 10) is the club's most accomplished alchemist. She has achieved a high level of spiritual awareness, and has devised a process for transmuting lead into thallium. This isn't terribly useful, but it's still pretty impressive.

33. Murder Backgammon Society

Symbol: A doubling cube, dripping with the blood of the innocent

Identifying Mark: The hollow stare of someone who's seen too much

Advisor: Mr. Orochiyama, the math teacher



Activities: Murder Backgammon an invention of Emperor Nero, and while the original rules are lost to history, a group of anthropologists believe they have created a reasonable facsimile based on the available artifacts and fragmentary accounts of the game. Kagegami's Murder Backgammon Society started as a splinter group from the Backgammon Club, and the two clubs have a decidedly frosty relationship. The members of the Murder Backgammon Society are united by a shared experience of the horrors of a game they can't seem to stop playing, and they are hesitant to let anyone new join their club.

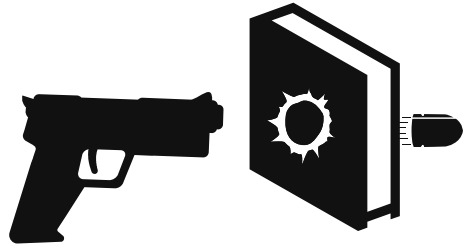
Notable Members: Asuka Valentino (p. 81) seems to enjoy the game a little too much. Kanako Kagezaki (Attributes 2/Stress Limit 15) was involved in starting the club, and hopes to shut it down soon despite Asuka's manipulations.

34. Library Containment Club

Symbol: A gun shooting through an angry book

Identifying Mark: A handgun loaded with book-piercing bullets, engraved with the name of a famous author

Advisor: Mrs. Satorijima (p. 71) is the official advisor, though Victoria Valentine, the librarian (p. 109) is also extensively involved.



Activities: The Library Containment Club has the unenviable task of keeping the live books in the school library (see p. 48) under control. To that end they have regular marksmanship training and teamwork exercises, and they have to do regular patrols of the library. Since books remain important to learning, the club is vital to the functioning of the school as an educational institution, which is why being a successful member carries a certain amount of prestige. Even so, the danger keeps a lot of students away, and the Student Council will sometimes forcibly recruit new club members if they're running low.

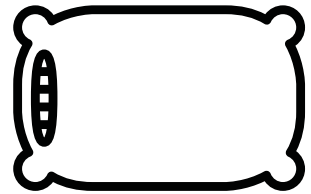
Notable Members: Aiko Kagematsu (Attributes 4/Stress Limit 10) is the head of the Hemingway Squad, the LCC's most elite strike team. She has both an infectious love of reading and the ability to take down an angry paperback at 100 yards with a single shot.

35. Competitive Sleeping Team

Symbol: A pillow

Identifying Mark: Half-lidded eyes

Advisor: The Obelisk. No one is sure how, but it did present the proper paperwork.



Activities: Competitive sleeping is one of a number of rather obscure sports that inspire fierce devotion, along with tazer ball, soccer chess, and the rather baffling Scottish highland sport of shirling. The team is more hardcore about competitive sleeping than you could possibly imagine, and has done things like inviting the Heavy Metal Club to play so they can practice sleeping under adverse conditions. If you make an enemy out of them, you will miss the days when sleep was a thing that happened for you.

Notable Members: The club president is the perpetually half-asleep Miki Nemura (Attributes 3/Stress Limit 5), who is never seen without a fluffy pillow.

36. Kagegami High Troubleshooting Protagonists Club

Symbol: A hand giving a thumbs-up

Identifying Mark: A level of optimism that is uncharacteristic and unseemly for a Kagegami High student

Advisor: Ms. Kamiya, the high priestess



Activities: The TPC are a small band of do-gooders who generally run around the school trying to help anyone they can any way they can. These five plucky girls get into all kinds of hijinks, and while their help isn't always all that effective, it's distracting at least.

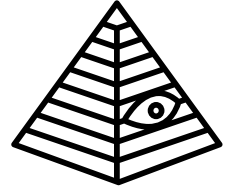
Notable Members: Nono Mechazawa (p. 91) is the club president, and Rei Kinomoto (p. 92) and Satomi Sakuragi (p. 96) are members.

41. Illuminati Club

Symbol: The All-Seeing Pyramid

Identifying Mark: All-Seeing Pyramid patterned socks

Advisor: Ms. Kamiya, the high priestess



Activities: The Illuminati are a secret society that is a part of the New World Order, or possibly the New World Order is one of the Illuminati's schemes. Regardless, the Illuminati Club is affiliated with the Illuminati proper, and the club's activities involve various tasks that pave the way for implementing a totalitarian world government. This includes various forms of mind control, promoting the metric system, kidnapping world leaders, inserting coded messages into pop culture, and a monthly karaoke night.

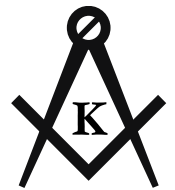
Notable Members: Hitomi Megawa (Attributes 2/Stress Limit 10) is the club's president and Illuminated Princess of the Tabernacle. There are several other members with various strange-sounding ranks.

42. Masonry Club

Symbol: A square and compass with the letter K

Identifying Mark: Always has at least one piece of stone on hand

Advisor: Ms. Kamiya, the high priestess



Activities: The Freemasons originated in stoneworkers, but evolved into a social club that uses some of the trappings of masonry while worshipping Baphomet, trading influence, and fighting the rise of the metric system. As most masonic lodges do not allow women to join, Kagegami's Masonry Club practices a variant of Freemasonry that is unique to Kageshima, which is only for girls, fully embraces the metric system, worships Bafo-tan (their own cute girl version of Baphomet), and has karaoke nights on Thursdays instead of Tuesdays. Other activities include swaying world politics, mind control, and building brick walls.

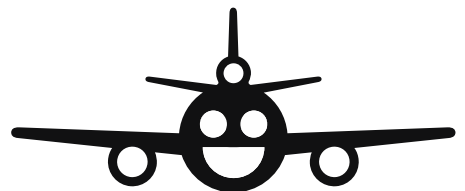
Notable Members: Sasami Ishikawa (Attributes 2/Stress Limit 15) is the club president and Mistress of the Brazen Crow (a 6° ranking). There are several other members with various strange-sounding ranks.

43. Chemtrail Club

Symbol: A jet plane with a happy face on it

Identifying Mark: A gas mask

Advisor: Ms. Nakahara, the science teacher



Activities: Usually when you see those lines of white cloud coming off a jet plane, it's just ordinary contrails made of water vapor. There are however any number of nefarious organization that seed contrails with chemicals to create chemtrails that help to control the populace. The Chemtrails Club fully supports this, and has been persistently holding fundraisers to buy a private jet and chemtrail dispensers. They haven't yet reached their goal of raising ¥500 million, but they're quite a bit closer than you'd think.

Notable Members: Mimi Mikawa (Attributes 3/Stress Limit 10) is the club's resident pilot, and has been itching to actually get in a plane for a while now, hence she's one of the most aggressive at their bake sales. Mako Kinomoto (Attributes 2/Stress Limit 15) is the club's chemical expert, and has several mind control chemicals ready to go.

44. Internet Ghost Investigation Club

Symbol: A circle and bar over a ghost emerging from a computer monitor



Identifying Mark: A patch of the IGIC's logo

Advisor: Mrs. Jones, the English teacher

Activities: As the name implies, the club exists to investigate and deal with internet-based hauntings. When there are reports of sites that have supernatural side effects, club members jump into action, using their knowledge of the supernatural, their computer skills, and their flailing determination to deal with the threat. They became the Internet Ghost Investigation Club because the Ghost Investigation Club had lost too many members, but this shift in focus doesn't seem to help that much.

Notable Members: Rei Sagawa (Attributes 3/Stress Limit 10) is the club's most enthusiastic ghost investigator, with a great love of pushing the frontiers of parapsychology. She leads a small band of friends who seek out internet ghosts.

45. Numbers Station Club

Symbol: A radio tower spewing a series of random numbers

Identifying Mark: An easily concealable tattoo of a series of numbers

Advisor: Miss Andou, the computer teacher

Activities: Numbers stations are mysterious radio stations that broadcast voices reading numbers and other codes, as well as tones and snippets of music. These broadcasts are usually quite mysterious, but Kagegami High has a Numbers Station Club that operates in the open and takes requests. They maintain a rather powerful transmitter than can reach as far as Siberia on clear days, and since they're as close to a student radio station as the Student Council will allow, they're fairly popular with students.

Notable Members: Ichiko Ueda (Attributes 2/Stress Limit 10) is the club's most prolific broadcaster, with an impressive ability to speak in a monotone for endless hours.



46. Apocalyptic Death Cult Club

Symbol: The image of Baphomet

Identifying Mark: Snakes

Advisor: Mr. Orochiyama, the math teacher

Activities: The Apocalyptic Death Cult Club is a group of students who, being unable to cope with life on Kageshima, have become convinced that the end of the world is imminent, and all must repent or be destroyed. They are not very clear on the details of when this will happen, what kind of repentance is required, or what this destruction might entail, and they issue a new prediction of impending Armageddon once a week on average.

Notable Members: Bellatrix Kagemura (Attributes 3/Stress Limit 10) is the club's current Prophet of Death. During club meetings, she dons black robes, enters a trance, and shouts about the end of the world, with other club members listening and recording.



51. Secret Free Energy Club

Symbol: A drop of water with a lightning bolt inside

Identifying Mark: Very low electricity bills

Advisor: Miss Mechajima, the home economics teacher

Activities: There are a number of technologies that the powers that be have decided would give too many advantages to the average people, and while Kagegami High generally discourages the pursuit of forbidden technology, there is the fact that the school needs electricity. That is why the Student Council gave special dispensation for a Secret Free Energy Club to develop water reactors, cold fusion, torus-based generators, perpetual motion machines, and so forth to power the school. The club has turned its room into a dark lab with many security measures, where they carry out their secretive work and also play multiplayer computer games.

Notable Members: Club members originally created Roboko Ninomiya (p. 94), and they made her a club member to bolster their numbers. Sayaka Von Folger (Attributes 3/Stress Limit 10) is a young mad scientist who may have invented a fusion process that could solve the world's energy woes. It is currently powering the club's cappuccino machine.



52. Genetically Modified Organisms Club

Symbol: An ear of corn screaming in pain, begging for the final release of death

Identifying Mark: A strange pallor

Advisor: Ms. Nakahara, the science teacher

Activities: The GMO Club exists to experiment with and cultivate genetically modified organisms of all types. Although they currently specialize in edible plants that can feel pain, they have also done a lot of secret work with other things. Members frequently eat their own creations to gain power, but this power is unnatural and has strange side effects.

Notable Members: Ami Yamaguchi (Attributes 4/Stress Limit 5) wears a lab coat and looks pale and sickly, but at times displays inhuman strength. Momoko Akiyama (p. 90) is officially a member, but since she sleeps 18 hours a day she doesn't show up for club activities very often.



53. Newspaper Club

Symbol: A quill being jabbed into an eye

Identifying Mark: A digital recorder and/or camera

Advisor: Miss Andou, the computer science teacher

Activities: The Newspaper Club is responsible for the school newspaper, the Kagegami Shimbun (影神新聞), which comes out with a new issue every Friday when school is in session. Its members are gadflies ever trying to ferret out the truth despite the intense risks of doing so at Kagegami High. There are seldom more than half a dozen members of the club, though they typically manage to recruit additional contributors who provide cartoons, commentary, mind-warping puzzles, forbidden letters to the editor, and recipes. If you would like to leave an anonymous tip for the Newspaper Club, stand next to a burned-out fluorescent light and think it very hard when the current time is a prime number.

Notable Members: Nagisa Hayashi (p. 90) is the club's most experienced, prolific, and dangerous journalist.



54. Conspiracy Theory Club

Symbol: An Illuminati pyramid with a circle and bar over it

Identifying Mark: Assorted things connected by red yarn and pushpins

Advisor: Miss Otojima, the music teacher



Activities: The Conspiracy Theory Club is dedicated to cataloguing and exposing the myriad conspiracies that secretly control the world. While the club does manage to attract some sincere truth-seekers, most members are agents of various secret societies sent to infiltrate the club and inform on their enemies. Conspiracy Theory Club meetings thus tend to be either deeply tense or outright shouting matches. The current club president is starting to figure out what's wrong, and is trying to figure out how to go about making the club fun again.

Notable Members: Kyoko Haraguchi (Attributes 4/Stress Limit 5) is the club's president and most sincere and dedicated truth-seeker, and she's starting to think she needs outside help to deal with the other members. Nanako Miura (Attributes 3/Stress Limit 10) is a member of this club and simultaneously serves six different secret societies.

55. Popular Girls Club

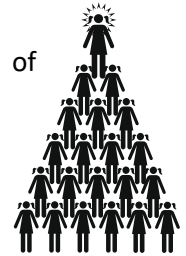
Symbol: An obviously better schoolgirl standing on top of a pyramid made of other, lesser schoolgirls

Identifying Mark: Being all-around better than you

Advisor: The Popular Girls Club is permanently chartered with a special exemption, and has no need for the approval of any mere teachers.

Activities: Strictly speaking, the Popular Girls Club doesn't have that much in the way of activities, and their permanent club room is more of a place for them to hang out than anything. They will head over there to drink artisanal tea or cappuccino, have catty discussions about the events of the day, and conduct secret rituals the details of which need not concern you. Less popular girls are occasionally invited into the Popular Girls Club room to serve as pets or furniture.

Notable Members: The school's various Popular Girls (p. 107) are club members, and Koboshi Ayanami (p. 86) also managed to become a member.



56. Psychic Club

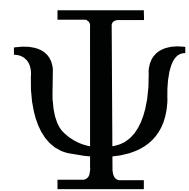
Symbol: The Greek letter psi (Ψ)

Identifying Mark: Occasional psychic manifestations

Advisor: Mr. Yagami, the world religions teacher

Activities: The Psychic Club seeks to develop and explore psionic abilities. It maintains a very exclusive membership, requiring potential recruits to display sufficient talent to figure out where and when the club meets solely through the use of psychic powers of one sort or another. Newly minted club members can enjoy activities such as telepathic discussion groups, telekinetic chess, and apocalypse prediction.

Notable Members: Asuna X (p. 82) is a reluctant member, and possibly the most powerful of the bunch. Alice Watanabe (Attributes 3/Stress Limit 10) is perhaps the club's weakest psychic, and usually can't do more than bend spoons.



61. Cosmetology Club

Symbol: A hair dryer

Identifying Mark: A pair of shears, carried at all times

Advisor: Mrs. Jones, the English teacher

Activities: The Cosmetology Club is dedicated to the study and practice of a variety of beauty treatments, including hairstyling, manicures, pedicures, antler polishing, hair removal, makeup, and occasional face transplants. Since the school is so isolated, the Cosmetology Club has a certain amount of prestige and influence owing being the sole source of such services on the island. Those who try to intrude on their territory receive a visit from the club's enforcer, a girl known to most as "Cutter."

Notable Members: Silk Kaminaga (Attributes 3/Stress Limit 10) is the club's most skilled and creative hairstylist. Mari Tanaka, better known as Cutter (Attributes 4/Stress Limit 10) is the club's terrifying enforcer.



62. Anime Club

Symbol: Kageko, the club's cute anime girl mascot character

Identifying Mark: A phone strap or other trinket of an anime character

Advisor: Miss Yamanaka, the art teacher

Activities: The Anime Club is dedicated to the appreciation of anime, holding regular viewings followed by heated arguments. The club also holds small events for other related activities such as cosplay, bake sales, rumination, and nostalgia. Despite their shared interests, they have rather frosty relations with the Manga Club, especially since the whole incident with the séance to speak to the spirit of Osamu Tezuka and torment him with visions of the current state of the anime industry.



Notable Members: Aiko Nakahara (Attributes 3/Stress Limit 15) is the club president, and works hard at being a twin-tail tsundere. Sue MacDonald (p. 98) is an excessively enthusiastic member of the club, and uses the club room to store extra instant ramen just in case.

63. Comedy Club

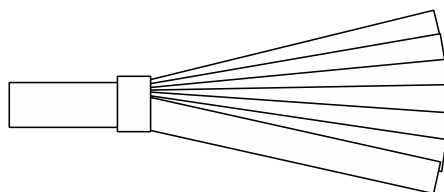
Symbol: A harisen (paper fan)

Identifying Mark: A succession of bad puns

Advisor: Mr. Orochiyama, the math teacher

Activities: The Comedy Club is a small collection of goofballs who have dedicated their lives to standup, sketch, and improv comedy, with a particular emphasis on bad puns and slapstick. Mr. Orochiyama is a surprisingly involved and determined advisor, and he regularly visits to run punning drills, Kansai dialect quizzes, harisen duels, and an annual banana cream pie battle royal.

Notable Members: Fuuka Futonda (Attributes 2/Stress Limit 15) is the club president, and runs a weekly open mic called Keep Your Hands Together. Midori Kobayakawa (p. 88) is the club's most prolific punster, which is saying something.



64. The Kagerangers

Symbol: A figure and its shadow inside a pentagon

Identifying Mark: A colorful wrist band used to transform

Advisor: Ms. Nakahara, the science teacher



Activities: The Kagerangers are a team of sentai heroes who use special Shadow Metal suits to fight evil. Although their identities are supposedly a secret, their habit of wearing variant uniforms in the same colors as their sentai outfits means it's not exactly a well-kept secret, and most of the school is just humoring them. They do *occasionally* manage to make themselves useful, but since Kageshima doesn't actually furnish many problems that can be solved by firing the Shadow Omega Buster, the Kagerangers tend to be more of a silly distraction than anything. Ms. Nakahara nonetheless serves as their advisor, since she enjoys coming up with new inventions that they can field test for her.

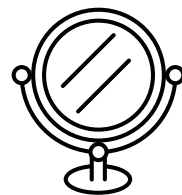
Notable Members: The identities of the Kagerangers (Attributes 4/Stress Limit 10) are a secret. Mio Kawamoto (p. 88) has been known to team up with them on occasion.

65. Truth Club

Symbol: A mirror

Identifying Mark: Ennui

Advisor: Miss Andou, the computer science teacher



Activities: The Truth Club was founded to pursue the truth of the cosmos, wherever it took them. The early incarnation of the club was essentially a skeptics' society, but then came the mirror. A club member discovered the Mirror of Truth in the depths of the Old Forest, and brought it back to the club room. Those who look into the mirror see the ultimate truth of the cosmos, and it changes them forever. They see the utter insignificance of humanity before the vastness of the uncaring universe. Some lapse into ennui and despair, while others find it freeing, letting them take on the world however they like, with little concern for consequence.

Notable Members: Naomi Nakashima (Attributes 3/Stress Limit 10) is a typical club member, who has a hard time looking at much of anything without sobbing. Subaru Ryuuzaki (p. 98) is also a member.

66. Goat-Staring Club

Symbol: An all-seeing eye hovering above an indifferent goat

Identifying Mark: A subtle but unmistakable goat smell

Advisor: Mr. Sato, the calligraphy teacher

Activities: The goat-staring club was established with the aim of cultivating psychic abilities. Staring at goats and concentrating was originally one of many methods used, but at some point, it became the preferred method, and then the only method. This is probably because it is the only method they've had any success with, which is to say once a goat died of a sudden aneurism while a club member was staring at him. The club now keeps about a dozen live goats.



Notable Members: Manami Taue (Attributes 4/Stress Limit 10) is hoping to develop psychic powers to rule the world. Yui Yanagi (Attributes 3/Stress Limit 15) just likes taking care of goats.

00. Lesser Clubs

There are several other, lesser clubs in the school that you may encounter from time to time. These include:

- Astronomy Club
- Club Club
- Cudgel Club
- Drama Club
- [REDACTED]
- Fight Club
- Brawl Girls
- Punch Friends
- Slap Chums
- Heavy Metal Club
- History Club
- Llama Club
- Meat Club
- Model U.N.
- Spoilers Club
- Taxidermy Club
- Yoga Club
- Pilates Club
- Putting Things In Your Mouth Club
- Robotics Club
- Non-Evil Robotics Club
- Math Club
- Chess Club
- Hanging Out Club
- Fire Club

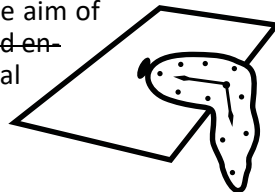


School Subjects

Kagegami High offers courses in a wide variety of subjects. Although there are several subjects all students must take to graduate, they also have the option to sign up for different tracks with different elective subjects.

11-12. Art

Kagegami High offers instruction in a variety of forms of art, with the aim of unlocking students' imaginations and thereby admitting new ideas and entities. The curriculum emphasizes painting and other traditional drawing media, but also covers ceramics, carpentry, sculpture, electronic art, performance art, deformance art, edible art, photography, kirlian photography, textiles, and screaming.



13-14. Calligraphy

Kagegami High offers courses in the Japanese art of calligraphy, or *shodō* (書道). This involves first laboriously rubbing an inkstick against a wet inkstone while uttering an incantation to appease the calligraphers of the past, then using a brush to carefully write out a coded message, applying one's personal seal to it, and finally giving the completed document to a crow to deliver to forces unknown.



The current calligraphy teacher is Mr. Sato (p. 78), who is a brilliant calligrapher, but a very difficult person to deal with. Students often find that they have to rouse him from his faux-suicidal depression in order to get him to actually teach the class.

15-16. Civics

Kagegami High's civics curriculum seeks to teach students how to be citizens, of Japan, the world at large, and the various organized crime groups, secret societies, double-secret corporations, and other organizations that actually run things. Classes begin with the basics of the Japanese government, and gradually introduce more esoteric and cynical concepts. In order to prepare students for the real world, bribery and influence peddling are not only allowed but strongly encouraged.



21-22. Computer Science

The world has changed. Computers reign supreme, and not just in terms of the massive ultracomputers of the secret world government. Kagegami High recognizes that students need to learn to use computers to succeed, and offers a robust computer science curriculum. In addition to basic computer use, students can learn coding, software development, hacking, AI development, and the proper dramatic timing for saying "We're in."



23-24. English

The English language is widely used around the world, spoken by over a billion people, including native and non-native speakers, and a key part of the Kagegami High curriculum. However, the sound of this alien tongue is also an affront to Kage-no-Mikoto, and thus each English class must begin and end with a small offering to appease the local kami, lest the mushy sounds of the language draw his wrath.



25-26. Geography

Geography is the study of the physical planet earth and its inhabitants. Students begin by learning the names of countries and natural features like mountains and rivers, before delving into occult psychogeography and secret geography, learning the contours of Atlantis and the collective unconscious.



31-32. Home Economics

Home economics is a subject that covers cooking as well as a variety of other household issues, such as setting budgets, cleaning, constructing altars, enforcing home orthodoxy, and punishing interlopers. Students should attend with normal school supplies; aprons, ingredients, utensils, carving tools, and naginatas will be provided.



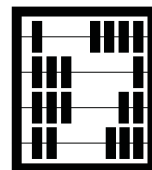
33-34. Japanese

As Kagegami High is located in Japan (for many but not all definitions of those words), the Japanese language is of course a vital part of the curriculum. Japanese is a complex language that encompasses two different syllabary scripts (hiragana and katakana), Chinese characters (known as kanji/漢字 in Japanese), and in the case of Kagegami High a third secret syllabary script (kagegana). The curriculum covers vocabulary, grammar, literature, secret literature, and writing lists and tables.



35-36. Math

Mathematics is actually a fairly interesting subject as taught at Kagegami High. That's partly because the main math teacher happens to literally be an eight-headed serpent (p. 77), but there's also the part about how the curriculum covers not only normal arithmetic, algebra, geometry, calculus, etc., but also sacred geometry and profane geometry, which are mainly useful in penetrating the barrier between worlds and calling upon entities from strange fractal dimensions. Mr. Orochiyama says this is very useful for careers in political science and industrial design.



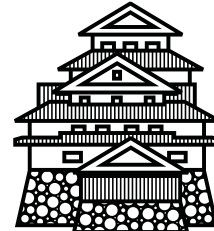
41-42. Music

Music is an important part of the Kagegami High curriculum, both as an inspiring artistic pursuit and for its ability to repel (and in some cases attract) transdimensional beings. While the core curriculum sticks to classics like the recorder (a surprisingly occult little instrument) and piano, the school has virtually every instrument known to man available, including some that probably shouldn't be. Of particular note are the special classes available in traditional Japanese music, where students can learn to play the biwa, taiko drums, shakuhachi, and even the inverse omnibass shamisen, all to appease Kage-no-Mikoto and other kami.



43-44. Normal History

Normal history, also known as public history, is the discipline of history that is known to the public. It is important because it forms the knowledge base of much of the population, and thus is necessary to maintain consistency and plausible deniability even if your head is full of Occult Secrets of the Ascended Masters.



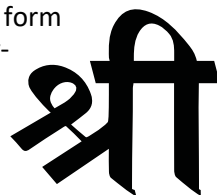
45-46. P.E.

Kagegami High maintains a policy of placing some import on students' physical development as well as their mental development, as well as encouraging general comradery by way of physical activities. P.E. classes at Kagegami rotate through a variety of activities, including running, swimming, baseball, volleyball, oddball, evenball, soccer, tennis, elevennis, and ritual dance aerobics. Despite the controversy, the school no longer infuses underperforming students with Vita-Rays™, owing to Vita-Rays™ turning out to not actually be a thing.



51-52. Sanskrit

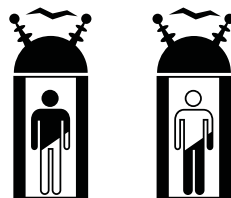
Sanskrit is the main sacred language of Hinduism, and the original Vedic form is more than 4,000 years old. Although it does have its uses for understanding certain ancient occult and religious texts from the subcontinent, it seems to have become a part of the school's curriculum simply because someone in the administration thought it sounded good. In reality, courses in Latin or classical Chinese probably would serve those goals better, but the school has already allotted budget for Sanskrit and hired a teacher (Mr. Lobsang; p. 74), and does not change those things so easily.



Sanskrit is a very difficult language to learn, so only a handful of students take the courses and manage to attain a useful understanding of the language. Still, there are students who join in the yearly literary discussions of that year's Sahitya Akademi Award winner, and there was that one girl who managed to summon a garuda that carried her off into a realm of enlightenment.

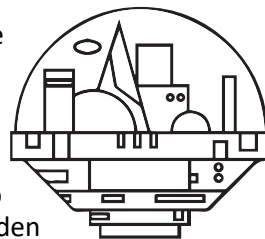
53-54. Science

The scientific method is a complex and frankly dangerous set of procedures for doing science, and Kagegami High's curriculum only begins to touch on it in the third year. The earlier science curriculum thus focuses on the fundamentals that all scientists need to know, such as holding a clipboard, writing things down, and saying "Hmmm" while nodding significantly. More advanced science courses delve into topics like super-science, mega-science, turbo-science, and reverse-science, the details of which need not concern you.



55-56. Secret History

Kagegami High's secret history curriculum teaches students about the lost Empire of Mu, the sunken continent of Atlantis, the Illuminati that run the world, the cult of Amaterasu that has guided Japan from the shadows since antiquity, and so on. However, due to school regulations, large portions of the textbooks and curriculum have been redacted, and all classes are watched over by a three-eyed raven who will emit a piercing tone for the duration of the teaching of any forbidden knowledge.



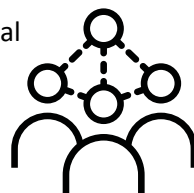
61-62. Silence

Courses in silence came about because of the presence of the Obelisk (see p. 79) in classrooms. The Student Council found it to be good for public morals for students to spend time in abject silence with the threat of intense pain hanging over them, and it was adopted as a part of the school curriculum. As the Obelisk moves by magical means on its own inscrutable schedule, Silence courses can occur at any time.



63-64. Social Studies

Social studies is a multidisciplinary school subject that integrates history, social sciences, humanities, psychomagic, and the occasional ice cream social (and studies thereof). More advanced classes involve creating model societies and inventing new cultures. This sometimes gets out of hand, and there are rumors of small tribes of schoolgirls living in the island's secret places.



65-66. World Religions

One way in which Kagegami High is unusual among Japanese high schools is its World Religions curriculum. In these classes students learn about the histories, values, and practices of the major religions of the world, as well as various cults, heresies, and eldritch rituals.



00. Independent Studies

Kagegami High also allows students to undertake independent studies. If you would like to pursue such a course, you need to get the approval of a faculty member who can provide you with suitable coursework, and also make the appropriate ritual sacrifice. Below is a partial list of the available independent studies courses. The full list is rumored to be kept in a drawer in the principal's office, and to look upon it would cost you dearly.

- Alchemy
- Kabballah
- Cake
- Conversational Latin
- Occult Latin
- Screaming Latin
- Supervillainy
- Humorous List Composition
- Accounting

Faculty

What follows are the 18 main members of the faculty and staff of Kagegami High that students are likely to encounter. There may however be other faculty members that you have yet to encounter, or who are newly hired after you have begun attending the school.



11-12. Mr. Tanaka, Japanese

Today we will be covering postpositions and continuing through the jōyō kanji. I ask that you please stop snoring.

Subjects Taught: Modern Japanese Grammar, Japanese Literature, Classical Japanese

Other Campus Duties: Advisor to the Backgammon and Go Clubs

Attributes: Athletics 2, Brains 4, Charm 1, Moxie 3, Weird 3

Stress Limit: 15

Special Qualities: Comb-Over, Droning Voice, Glasses

Hobby: Movies

Stress Explosion: Prayer

Colors: Brown Eyes, Black Hair

Mr. Tanaka is the single most boring, dull teacher at Kagegami High. He is a balding, middle-aged man with glasses and a droning voice, the kind that you can find anywhere in Japan. There are thousands, millions of Tanakas in schools and offices all across Japan. That may explain why, despite his general dullness making it difficult to pay close attention, students who look closely may notice slight differences in the professor from day to day. There was also the time that someone spotted him standing in the middle of a rice paddy in silent contemplation, in an inflection point between earth and sky.

13-14. Mrs. Satorimura, Normal History

And that's when Tokugawa Yoshinobu resigned, which brought the Tokugawa Shogunate to an end and... and... please stop doing that thing with the eyes. Please. God, please stop.

Subjects Taught: History of Japan, World History

Other Campus Duties: Advisor to the Gaming Club

Attributes: Athletics 3, Brains 4, Charm 3, Moxie 1, Weird 1

Stress Limit: 5

Special Qualities: Apologetic, Hair Clip

Hobby: Anime

Stress Explosion: Hiding in a Box

Colors: Violet Eyes, Blue Hair

Mrs. Satorimura teaches normal history, and thus is one of the more normal teachers in the Kagegami High faculty. She mostly just wants to explain about the Meiji Restoration and such without too much trouble, but she had the misfortune to land a job at Kagegami High, thanks to a referral from her cousin, Mrs. Satorijima. Early on she made a few attempts at escaping the island, but now she just hides in a cardboard box when things get to be too much, which is kind of a lot.

She is also the advisor to the Gaming Club, which for the most part is just about playing more or less normal tabletop games. Although she's something of an anime fan, she can't handle what goes on in the Anime Club or Manga Club.

15-16. Mrs. Satorijima, Secret History

I hope you brought extra ammo, because you're in for some serious learning today!

Subjects Taught: Secret History of Japan, Secret World History, World HERstory

Other Campus Duties: Advisor to the Library Containment and Occult Clubs, school history archivist

Attributes: Athletics 3, Brains 4, Charm 3, Moxie 1, Weird 3

Stress Limit: 5

Special Qualities: Hair Clip, Twin Desert Eagles

Hobby: Reading

Stress Explosion: Carving Strange Idols

Colors: Blue Eyes, Violet Hair

Mrs. Satorijima is Mrs. Satorimura's cousin. Her branch of the family is a good deal weirder, which is why she majored in Secret History at a Secret University, located in a Secret City in a Secret Prefecture. Her love of secret learning led her to develop an interest in books, one so strong that she was even willing to face down live books. She is now the advisor to the Library Containment Club, and regularly wears a pair of pistols (named "War" and "Peace").

She takes a certain pleasure in revealing the secret horrors of the world, despite the school's efforts to censor her lessons, but she quickly crumbles under pressure, falling into her habit of retreating into carving idols of the Immortal Frog God.

21-22. Ms. Saionji, P.E.

C'mon! It'll be fun! Just like running down a moose!

Subjects Taught: Physical Education

Other Campus Duties: Advisor to the Soccer, Tennis, Swimming, and Wrestling Clubs

Attributes: Athletics 5, Brains 2, Charm 3, Moxie 4, Weird 3

Stress Limit: 20

Special Qualities: Raised by Wolves, Tracksuit

Hobby: Meat

Stress Explosion: Howling

Colors: Gray Eyes, Gray Hair

The Saionji family is exceedingly wealthy and powerful, and they are major players in the Kagetomo Zaibatsu. Haruka Saionji, or Ms. Saionji to everyone at school, avoids getting involved in all of that. Her parents lost her somewhere in Siberia when she was young, and a pack of wolves took her in as one of their own. Although she's more or less readjusted to human society, she does have a profound love of eating meat, a tendency to howl, and an unfortunate habit of sniffing people she meets. She generally loves moving her body around though, and her enthusiasm for exercise is infectious.

23-24. Mrs. Jones, English

Now everyone, repeat after me: "That is not dead which can eternal lie. And with strange aeons even death may die."

Subjects Taught: Conversational English, English Grammar, English Literature, Forbidden English, The Truth About Shakespeare

Other Campus Duties: Advisor to the Internet Ghost Investigation Club and Cosmetology Club

Attributes: Athletics 3, Brains 3, Charm 4, Moxie 3, Weird 4

Stress Limit: 15

Special Qualities: Gaijin Stereotype, Multiple Bodies

Hobby: Blogging

Stress Explosion: Teaching Incorrect English

Colors: Blue Eyes, Blond Hair

Mrs. Jones is the only Westerner in the Kagetami High faculty, though she makes up for it with the fact that there just seem to be a whole lot of her around. Although she is loud, uncultured, and presumptuous, she also has a certain charm that can win people over. No one is entirely sure that the English she teaches is correct, and she seems to prefer it that way.

25-26. Ms. Nakahara, Science

They think I'm mad. They think I'm meddling in God's domain. I'll show them!

Subjects Taught: Chemistry, Biology, Physics, Thaumaturgical Science, Applied Science, Misapplied Science

Other Campus Duties: Advisor to the Genetically Modified Organisms Club, Kagerangers, and Chemtrails Club.

Attributes: Athletics 2, Brains 4, Charm 2, Moxie 2, Weird 3

Stress Limit: 10

Special Qualities: Glasses, Lab Coat, Only Eats Instant Ramen

Hobby: Writing Michio Kaku/Neil deGrasse Tyson Slashfic

Stress Explosion: Creating Life

Colors: Screentone Eyes, Prismatic Hair

Ms. Nakahara lives for science. Everything else in life is secondary to the pursuit of knowledge for the sake of knowledge. That is why she has adapted her physiology to allow her to subsist solely on instant ramen without suffering any ill effects, at least not of the sort that people typically associate with it. That's just one example of the many kinds of fringe science she indulges in, and her lectures have a way of veering off into topics like dimensional apertures, mind control lasers, genetically modified sandwiches, or squamous cherry blossoms.

31-32. Miss Mechajima, Home Economics

Hello everyone. Today we're going to learn how to synthesize a basic motor oil that's quite good for maintaining common servo motors.

Subjects Taught: Cooking, Home Economics, Auto Repair

Other Campus Duties: Miss Mechajima caters some school events, and acts as a backup generator and siren during emergencies. She is also the advisor to the Secret Free Energy Club

Attributes: Athletics 4, Brains 4, Charm 3, Moxie 5, Weird 3

Stress Limit: 25

Special Qualities: Android, Rocket Boosters

Hobby: Knitting

Stress Explosion: Reciting Coded Messages

Colors: Camera-Like Eyes, Green Hair



Fig. 1: Exploded View

Kagegami High's current home economics teacher is an android, something that is obvious from the joints of her limbs and fingers, the blade-shaped sensor arrays she has in place of ears, and her occasional use of built-in rocket boosters. While she does have her limits, she's generally very polite and proper. Also, although she does generally understand human culture and cuisine fairly well, she occasionally forgets the distinction between human and android, and will wonder if her students are getting enough high-grade motor oil or transmission fluid.

33-34. Miss Andou, Computer Science

Safety lights? Safety lights are for dudes.

Subjects Taught: Intro to Computers, Basic Coding, Advanced Coding, Hacking the Planet

Other Campus Duties: Miss Andou is also the school's main IT person, and the advisor to the Numbers Station Club and Newspaper Club. She also sometimes DJs for events.

Attributes: Athletics 2, Brains 4, Charm 1, Moxie 2, Weird 3

Stress Limit: 10

Special Qualities: Lazy, Ponytail, Super Hacker

Hobby: EDM

Stress Explosion: Breaking Stuff

Colors: Magenta Eyes, Red Hair

Although ostensibly a teacher in various subjects relating to computers, Miss Andou is first and foremost a hacker and a rebel. She was brought to Kageshima against her will, and while she fulfills her duties as a teacher, she's also working on building ever more daring computer rigs and trying to hack into the Kagetomo Zaibatsu's mainframe in the hopes of uncovering the truth and maybe even shutting down the school for good. This isn't a terribly good idea in a lot of ways, and she's often dogged by men in black suits, strange hooded figures, and what appear to be crows wearing very small Google Glass eyepieces.

35-36. Mr. Lobsang, Sanskrit

I have no idea why I'm here, but that's nothing new.

Subjects Taught: Basic Sanskrit, Intermediate Sanskrit, Advanced Sanskrit, Vedic Sanskrit, Forbidden Knowledge of the Ancients

Other Campus Duties: Sweeping up, dispensing cryptic bits of wisdom that don't make sense until later

Attributes: Athletics 3, Brains 3, Charm 3, Moxie 3, Weird 5

Stress Limit: 15

Special Qualities: Bald, Simple Robes

Hobby: Studying Quantum Mechanics

Stress Explosion: Meditation

Colors: Variable Eye Color, No Hair

When the school administration made the decision to offer classes in Sanskrit, they placed ads in various places in the hopes of recruiting a teacher. It turns out that there are not very many people who know both Sanskrit and Japanese. Mr. Lobsang was the sole applicant, if by "applicant" we mean "person who emerged from a crevice in the black stone in the Kage-no-Mikoto Shrine." He's not entirely sure where he is or what's going on, but he is a man of profound tranquility, able to take things in stride. Relatively few students sign up for Sanskrit courses, so he spends much of his time going for walks, sweeping up around the school, reading about quantum mechanics, and offering pithy words of wisdom to students.

41-42. Miss Otojima, Music

Yes, I have antlers today. There, I think we've addressed it. Now, the cacobass bassoon is a woodwind instrument, invented by Nicodemus LaVey in 1927...

Subjects Taught: Choir, Music, Piano

Other Campus Duties: Advisor to the Conspiracy Theory Club

Attributes: Athletics 3, Brains 4, Charm 3, Moxie 3, Weird 4

Stress Limit: 15

Special Qualities: Fluctuating Special Quality, Musician

Hobby: Blood Rituals

Stress Explosion: Playing Cacophonous Music

Colors: Green Eyes, Yellow Hair

Miss Otojima was once one of the most normal teachers at Kagegami, but something changed after she fell through a portal in the teachers' offices. Now she varies, some part of her changing at random intervals. Sometimes she herself doesn't notice, but other times she is all too aware and it frightens her. While the world around her stays more or less consistent (by the standards of Kageshima), her memories and sometimes her body will actually change, as though someone or something is meddling in her past.

That said, she is an accomplished and versatile musician, and (excepting that one time when she woke up with a dark star in place of her head) an enthusiastic teacher, eager to spread the joys of music to her students. She can play virtually any instrument, especially on days when she shows up to school with extra arms, and the students generally like her.

43-44. Miss Yamanaka, Art

THEY want me to have you draw pictures of flowers and shit. Well screw that! I want you to draw the thing you hate the most! Draw it with this special charcoal I found the other day!

Subjects Taught: Drawing, Painting, Sculpture, Art History, Rebel Art History, Anarchy

Other Campus Duties: Advisor to the Manga Club, curates public art for the campus

Attributes: Athletics 4, Brains 2, Charm 3, Moxie 2, Weird 3

Stress Limit: 10

Special Qualities: Bobbed Hair, Leather Jacket

Hobby: Graffiti

Stress Explosion: Getting Tattoos

Colors: Black Eyes, Rainbow Hair

To represent the full spectrum of the art world, the Kagegami High administration specifically hired a rebel art teacher, prone to wearing leather jackets and using spray paint. Miss Yamanaka is an emphatically punk artist, and while she has a surprisingly solid grasp of fine art and art history, she does tend to spend a lot of time railing against The Man, both through artwork and in impromptu rants during lectures.

45-46. Mr. Nakatomi, Social Studies

A good citizen should be culturally enriched, which means that art plays a vital role in society, to provoke thought and emotion. Do approach surrealism with caution however. I dabbled once and... it wasn't pretty.



Subjects Taught: Social Studies, Civics, Anthropology, Geography, This is Not a Class

Other Campus Duties: Advisor to the Drama Club and Llama Club

Attributes: Athletics 2, Brains 4, Charm 2, Moxie 2, Weird 4

Stress Limit: 10

Special Qualities: Always Has a Green Apple Floating in Front of His Face, Dapper Suit and Bowler Hat

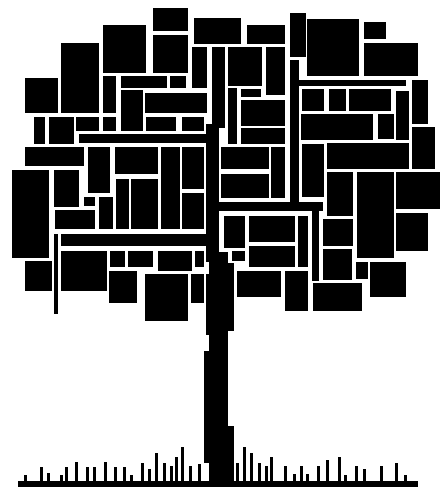
Hobby: Art

Stress Explosion: Floating in the Air

Colors: Unknown Eyes, Brown Hair

Before he became a social studies teacher, Mr. Nakatomi wanted to be an artist. He showed some genuine promise, and got a scholarship to an art college, where he began developing his own unique style of avant-garde painting, sculpture, and mixed-media. However, there was a major accident during his first foray into surrealism, which left him with a green apple permanently floating in front of his face. He left the art college in disgrace, and returned to his parents in shame. After a time, he decided to follow in his father's footsteps. Although his limited field of vision has hampered him, he was able to achieve excellent grades in school, and became a respected teacher at a local high school until the crows came and took him.

While he genuinely enjoys his work teaching about society, citizenship, and government, he still has a certain longing for his days as an artist. He still does the occasional painting as a hobby, and there are rumors that he's been having a tumultuous affair with Miss Yamanaka.



51-52. Mr. Yagami, World Religions

Now. Jainism. The thing about Jainism is, the thing you really need to know about Jainism, is that although they're pacifists, they really don't like it when you try to steal the tablet with the Five Vows.

Subjects Taught: Introduction to World Religions, Beginning Profane Rituals, Advanced World Religions, Secret World Religions

Other Campus Duties: Advisor to the Alchemy and Psychic Clubs, nondenominational chaplain

Attributes: Athletics 3, Brains 3, Charm 2, Moxie 3, Weird 5

Stress Limit: 15

Special Qualities: Disheveled, Occult Tattoos

Hobby: Spying

Stress Explosion: Believing in Clouds

Colors: Starlight Eyes, Violet Hair

Mr. Yagami is perhaps one of the less professional teachers at Kagegami, but he nonetheless knows his subject well, so well that it haunts him. He typically rolls into class late, wearing a rumpled suit and smelling of cheap tobacco and uncanny incense. He's cagey about his origins and history, but he has a number of occult tattoos, including an ankh on his forehead and the alchemical symbol for sulfur (⚞) on his right palm. He tends to come off as furtive and irritable, always on the lookout for something in the distance.

53-54. Mr. Orochiyama, Math

Tell us the answer to question 7 on page 238! Now! Or prepare to be devoured!

Subjects Taught: Arithmetic, Algebra, Calculus, Sacred Geometry, Profane Geometry, and Secret Algebra

Other Campus Duties: Advisor to the Murder Backgammon Society and Comedy Club

Attributes: Athletics 5, Brains 4, Charm 2, Moxie 4, Weird 5

Stress Limit: 20

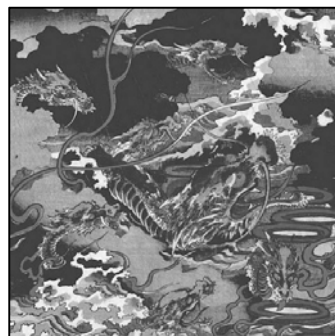
Special Qualities: Literally an Eight-Headed Serpent, From Another Era (Jomon Period)

Hobby: Collecting Magatama Beads

Stress Explosion: Kidnapping Maidens

Colors: Golden Eyes, Green Scales, White Hair

Most of the instructors at Kagegami High are at least mostly human, but Mr. Orochiyama is the glaring exception to the rule, since he's literally an eight-headed serpent. He has a keen mind for mathematics, including forms of math that were thought lost to time and decency. It is unclear how he wound up teaching at the school, but there are hints that he has been here for a very, very long time. While he seems to enjoy his job, he also tends to shout quite a bit, and occasionally tries to relive his glory days by kidnapping maidens and taking them back to his cave. He doesn't really do anything with them except maybe watch some Netflix and give them math problems, so the school more or less tolerates it.



55-56. Mr. Sato, Calligraphy

I want it all to end! The poor quality of airline food has flung me into a pit of despair!

Subjects Taught: Basic Calligraphy, Intermediate Calligraphy, Advanced Calligraphy, Experimental Calligraphy, Ink Wash Painting, Drawing Kappa Because They Are Disgusting Creatures Like Myself

Other Campus Duties: Reluctant advisor to the Goat-Staring Club. He has thus far avoided taking on any other duties, though the Vice-Principal seems to want him to do more.

Attributes: Athletics 3, Brains 4, Charm 3, Moxie 1, Weird 3

Stress Limit: 5

Special Qualities: Kimono, Suicidal

Hobby: Surfing the Internet

Stress Explosion: Unserious Suicide Attempts

Colors: Black Eyes, Black Hair

Mr. Sato teaches the art of *shodō* (Japanese calligraphy), or at least he does between bouts of intense depression and suicidal rage. His students quickly learn that there are certain topics that set him off, leading him to rant about how he's been flung into a pit of despair. They then try to avoid those topics, only to learn that he has a certain knack for finding the dark cloud in front of any silver lining. These things lead to lame and unserious suicide attempts, such as drinking homeopathic bleach, hanging himself by his ankles, or taking an entire bottle of gummy vitamins. If you want to know what's got Mr. Sato reeling in despair this time, roll on the Sources of Despair table (p. 151).

61-62. Miss Murakami, School Nurse

So what's wrong? A cold? Really? Couldn't it be a broken bone, or a sucking chest wound?!

Subjects Taught: Health

Other Campus Duties: School Nurse

Attributes: Athletics 4, Brains 3, Charm 3, Moxie 4, Weird 4

Stress Limit: 20

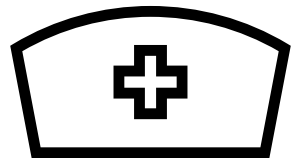
Special Qualities: Enjoys the Sight of Blood, Nurse Uniform

Hobby: Violent Video Games

Stress Explosion: Taking Blood Samples

Colors: Red Eyes, Black Hair

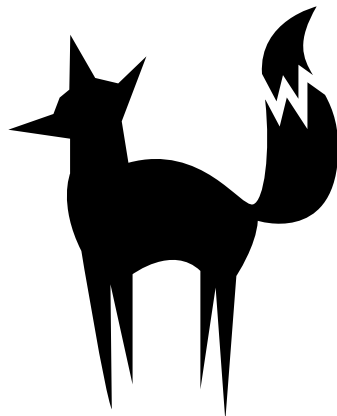
Miss Murakami is the school's nurse, and although she does teach health classes now and then, she spends much of her time in the infirmary, clad in a sexy nurse uniform that the school neither requires nor especially approves of. When she's bored she plays incredibly violent video games, some imported from America or Eastern Europe, and this may have something to do with why she's come to enjoy and anticipate the sight of blood.



63-64. Ms. Kamiya, High Priestess

You are made of words. Rejoice in a kind of immortality. I would say tell you to despair in how you only exist in the minds of others, but that is normal.

Subjects Taught: Although Ms. Kamiya is not a professor per se, she does guest lectures for a variety of subjects, especially in the World Religions curriculum. These lectures tend to involve forbidden secrets, and it is only because she is in good favor with the Principal and Founder that she is allowed to do such things. Students who want to know more about things follow her closely, while students who hope to retain their sanity try to avoid her.



Other Campus Duties: Advisor to the Kagegami High Troubleshooting Protagonists Club, Illuminati Club, and Masonry Club

Attributes: Athletics 2, Brains 4, Charm 5, Moxie 2, Weird 6

Stress Limit: 10

Special Qualities: Elaborate Kimono, Fox Woman

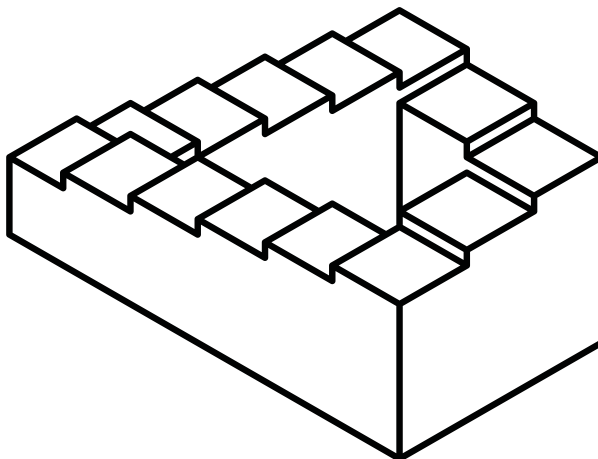
Hobby: Fire

Stress Explosion: Starting Fires

Colors: Hypercolor Eyes, Orange Hair

The high priestess of the Kage-no-Mikoto Shrine is an immortal fox spirit who has lived on Kageshima since time immemorial. She is one of the very few who knows both the Principal and the Founder, and being a semi-extradimensional immortal, she is more or less equipped to handle that knowledge without it breaking her mind. Of course, this is because she doesn't entirely understand human modes of thought, so she tends to speak in cryptic riddles and metaphors that might make sense if you were as tuned to otherworldly forces as she is. This is also why she's able to commune with the black stone inside the Kage-no-Mikoto shrine, but the less said of that the better.

Being a kitsune, she also just enjoys mischief, though her idea of mischief seems to first and foremost involve setting fires. Actually, it goes deeper than that. She has an intense fascination with fire, and finds it almost hypnotic. She also has an encyclopedic knowledge of various types of fire, fuels, and their uses across various fields and cultures.



65-66. The Obelisk, Silence

...

Subjects Taught: Silence

Other Campus Duties: Advisor to the Competitive Sleeping Team (somehow)

Attributes: Stoniness 4, Angularity 4, Mobility 0, Weird 5, Sepulture 3

Stress Limit: Unknown

Special Qualities: Stone Obelisk, Maddening Runic Writing

Hobby: Inflicting Pain

Stress Explosion: Emitting a Piercing Tone Audible for Miles Around

Colors: Sandstone

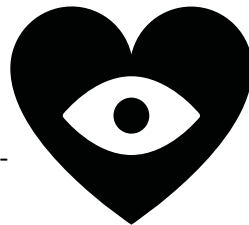
Classes in Silence are taught by this sandstone obelisk carved with strange runes from the dawn of time. No one can derive meaning from it at all, but anyone who makes noise in its presence suffers a brief but terrible headache (and takes 2d6 Stress).

The Obelisk resents being compared to or mistaken for the school's monolith. This is especially true when their relative sizes are mentioned.



Classmates

Picture a schoolgirl. No, no, a Japanese schoolgirl. Better, but not quite there yet. Uh... I'm not sure where you're going with this now. Back that way. Okay, tell you what. Why don't you make a d66 roll and imagine one of the ones you see below?



11. Akiko Morinaka, Brash Weirdo

Hey! Don't make fun of us! I'll have you know that Miu is the best fujoshi ever! AND she lets me copy her homework all the time!

Attributes: Athletics 3, Brains 1, Charm 3, Moxie 4, Weird 3

Stress Limit: 20

Special Qualities: Antenna Hair, Catgirl

Hobby: Collecting Ramune Marbles

Stress Explosion: Worshiping the Old Gods

Colors: Amber Eyes, Maroon Hair

Akiko is kind of scatterbrained and even a little annoying, but decidedly well-meaning. She's constantly asking to copy her friends' homework, and generally tends to talk a big game and get into trouble. Also, she's descended from a family that intermarried with nekomata cat demons, and has a tendency to start worshiping the old gods (especially the Cat God) when under duress. She also likes to eat the carp streamers that people put up on Children's Day (May 5th). No one knows how or why she does it.

12. Asuka Valentino, Faustian Fixer

Take these shears, go to the garden, and bring me back an ear of corn from the GMO Club's plot. That's all you have to do to make this go away.

Attributes: Athletics 2, Brains 4, Charm 2, Moxie 4, Weird 2

Stress Limit: 20

Special Qualities: Arrogant, Twin Tail Hair

Hobby: Tabletop Games

Stress Explosion: Reciting Coded Messages

Colors: Eldritch Eyes, Yellow Hair

If you're not part of the Student Council you can't say you run the school, but Asuka Valentino has managed to carve out a piece of it for herself. If there's something you need, especially something that skirts the rules, chances are she can get it for you, for a price. Her prices are cryptic, and getting her the lock of hair or ballpoint pen she asks for may cost more than you bargained for. Oh, and she likes to practice her skills with board games, particularly vicious board games that involve manipulating other players. She's one of the few people who actually enjoys Murder Backgammon.

13. Asuna X, Innocent Amnesiac

I'm sorry... I didn't mean to...

Attributes: Athletics 2, Brains 3, Charm 3, Moxie 2, Weird 5

Stress Limit: 10

Special Qualities: Amnesia, Eyepatch, Uncontrollable Psychokinesis

Hobby: Going on Walks

Stress Explosion: Psychic Maelstrom

Colors: Gray Eyes, White Hair

While most students woke up on Kageshima without any memory of how they got there, Asuna arrived with no memories at all. Even the name is something that one of her new friends gave her. Her innocent wonder at the world around her reminds people how to better appreciate what they have, and her occasional displays of violent, uncontrollable psychokinetic power remind people that the world can be a terrifying place at times.

14. Ayase Fujikawa, Perfect Overachiever

No, no, not again. Look, please hand me my notebook. Yes, that one. I don't know, just throw it up here.

Attributes: Athletics 4, Brains 4, Charm 4, Moxie 3, Weird 1

Stress Limit: 15

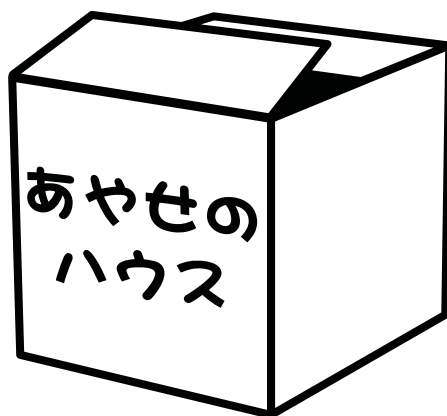
Special Qualities: Pointless Levitation, Obsession: Neatness

Hobby: Watching Bad Movies

Stress Explosion: Hiding in a Box

Colors: Violet Eyes, Magenta Hair

Ayase is consistently one of the top students in school. Very few can match her grades, and she's quite good in P.E. as well. People tend to like her too, and she's pretty much the total package. She does get a bit obsessive about keeping things neat and organized, but that just helps her keep on top of things. More recently though, something or other about the weirdness of Kagegami High started to get into her, and she's begun to levitate at times, with no rhyme or reason. This has been just enough to throw her off. Her grades have started slipping to be not entirely perfect, and she occasionally gets stressed enough to go hide in a cardboard box she's labeled "Ayase's House."



15. Azusa Hirose, Hard-Working Delivery Girl

Very funny. Just sign here. No, you can't tempt me with cheese if you just have basic cheddar. Next time at least bring some brie or asiago.

Attributes: Athletics 3, Brains 3, Charm 3, Moxie 3, Weird 2

Stress Limit: 15

Special Qualities: Delivery Job, Mouse Girl

Hobby: Reading Manga

Stress Explosion: Eating Cheese

Colors: Brown Eyes, Screentone Hair

While Kageshima is somewhat isolated, it does have most of the amenities of civilization. Things like electricity and internet access come easily, but shipments usually take a few weeks to arrive. One notable exception is the online shopping site gondwana.co.jp, whose Gondwana Prime service lets you get packages in a mere two days. The backbone of Gondwana Prime as it is available on Kageshima is Azusa. By means of a special quantum scooter, she can traverse subspace, going between the island and the warehouse via psychogeography rather than physical space. This occasionally involves taking shortcuts through people's dreams, so Azusa ends up learning more than she would like about classmates' minds sometimes.

Azusa has always had a love of cheese, owing to her family owning the finest cheese shop in Kyoto, but she acquired the ears and tail of a mouse during an incident where she became trapped in another girl's dreamscape. Despite this, she still works hard, and is saving up money from her job to buy either a new cell phone or a particularly rare type of pecorino Romano cheese.

16. Emi Ogawa, Shy Friend to Animals

I... um... I just... WAIT, IS THAT A FERRET?!?! He's so cute!

Attributes: Athletics 3, Brains 2, Charm 4, Moxie 3, Weird 3

Stress Limit: 15

Special Qualities: Shy, Loves Animals, Long Flowing Hair

Hobby: Flower Arrangement

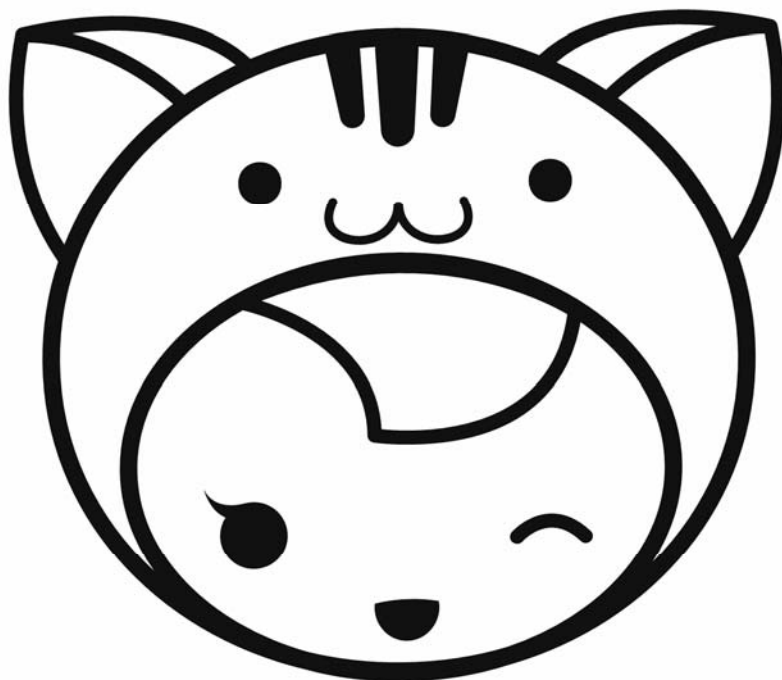
Stress Explosion: Violence

Colors: Sparkly Eyes, Pink Hair

Emi is beautiful but shy, and she's let her long hair grow so that it covers one eye. Although she has a few friends she greatly values, she has a hard time dealing with new people. On the other hand, she has a natural affinity for animals, and totally loves them. She will drop everything to pet a cat or dog, or for that matter a spider or scorpion. There is truly no limit to the animals that she will attempt to befriend, and she's usually successful. People and plants, however, she has a lot of trouble dealing with.

Although Emi is quiet and shy most of the time, things do sometimes push her too far. When she finally gets angry, she is terrifying to behold. Fortunately, unless you're dumb enough to be mean to animals around her, this is seldom a problem.

Are You Cute Enough?



Visit the Cosmetology Club for a Cuteness Consultation

21. Evangeline Grey, Creepy Witch

Well if you would leave me alone, maybe less weird magic stuff would happen.

Attributes: Athletics 2, Brains 3, Charm 2, Moxie 3, Weird 6

Stress Limit: 15

Special Qualities: Heterochromia, Twin Tail Hair, Witchcraft

Hobby: Fashion Design

Stress Explosion: Wearing a Strange Mask

Colors: Blue/Red Eyes, Black Hair

Evangeline was born in San Francisco, where she lived in an exceptionally creepy old Victorian house with her friends, a werewolf, a vampire, and a wizard. She is particularly resentful of being forced to attend Kagegami High, and was not a very sociable person to begin with. There's also the fact that she has weird magical powers and can't help but be kind of creepy. Still, she does actually want to make friends, albeit quiet friends who will give her some space.

22. Hideko Kageno, Campus Hikikomori

Go away!

Attributes: Athletics 1, Brains 3, Charm 2, Moxie 3, Weird 5

Stress Limit: 15

Special Qualities: Doe-Eyed, Hikikomori

Hobby: Chanting

Stress Explosion: Running Around

Colors: Copper Eyes, Hound's-tooth Hair

In Japan, there has been a phenomenon of hikikomori, young people who retreat from the world, staying in their rooms. Being a hikikomori isn't easy when you live in your parents' house, but when you are on an island-based boarding school it reaches a whole other level of challenge. Hideko is not the first hikikomori to be a Kagegami High student, but she's certainly the most successful so far. She's chosen to sequester herself in a closet in the second-year class building, from which she can overhear the lessons in Class 2-C. She's gotten quite a nice little setup for her in there, with running water, a mini-fridge, and a computer with games and such. She avoids interacting with people as much as she can, which will make things difficult if you need to ask her about what happened in the building after everyone else went home.

23. Kagami Qaphsiel, World Domination Organization Leader

My dear minions, thank you for coming. This is your objective today. You must not let them take Miyuki's strawberries under any circumstances.

Attributes: Athletics 2, Brains 5, Charm 2, Moxie 4, Weird 4

Stress Limit: 20

Special Qualities: Angel, Secret Society Leader

Hobby: Prophecy

Stress Explosion: Livetweeting

Colors: Ultracolor Eyes, Prismatic Hair



There are many organizations bent on world domination. A.N.G.E.L. is not the most powerful or prestigious of these, and in fact it only has a grand total of 5 members so far including the Supreme Leader herself. Kagami claims to be an actual angel, and does indeed sport white feathered wings and a halo, though she totally glosses over any questions about the details of her origins, like if she's actually an angel what exactly she's doing attending a high school on earth. Much to her roommate's chagrin, she's turned their dorm room into A.N.G.E.L. headquarters, and regularly holds meetings with her agents in face-obscuring robes, sending them on a variety of missions. She has a knack for grandiose descriptions of things, but the missions she sends them on are invariably pointless.

She has an odd friendship with Miyuki. She acts like it's because she enjoys Miyuki's antics, but it's pretty clear there's something deeper going on, possibly related to A.N.G.E.L.'s mission. Also, in her spare time she likes to engage in prophecy, giving out cryptic predictions of the future that usually come true though a bizarrely literal interpretation of her words.

24. Karin Tachibana, Super-Rich Girl

Yes, well, perhaps ¥20,000,000 would make you feel differently?

Attributes: Athletics 4, Brains 3, Charm 3, Moxie 4, Weird 2

Stress Limit: 20

Special Qualities: Rich, Long Flowing Hair

Hobby: Art

Stress Explosion: Online Shopping

Colors: Gold Eyes, Gold Hair

Since Kagegami High is supposed to be an elite school, there are some rich girls from elite families in attendance. One of the richest is Karin Tachibana, daughter of the family that runs the Kagetomo Zaibatsu. Karin grew up in the utmost wealth and privilege, and even on Kageshima she has servants attending to her every need. She has a chauffeur named Sebastiana who drives her wherever she needs to go on campus in a white stretch limousine, and a small army of maids and other servants handle virtually everything else she needs. Despite this rampant pampering, Karin is a relatively capable person, and a valued member of the Tennis Club. Of course, she tries to solve most problems by throwing money at them. Granted, the kinds of funds she commands can do a *lot*, but she nonetheless tries to use money inappropriately. This isn't so much arrogance or malice as literally not knowing better, since that's simply how everyone in her family does things.

25. Koboshi Ayanami, Haughty Princess

Yes, yes. That's why you're the little people. Let me deal with this.

Attributes: Athletics 3, Brains 3, Charm 3, Moxie 5, Weird 2

Stress Limit: 25

Special Qualities: Drill Hair, Huge

Hobby: Investing

Stress Explosion: Worshiping the Old Gods

Colors: Turquoise Eyes, Yellow Hair

The first thing people typically notice about Koboshi is that she's about 6 meters tall. Growing up she was unusually short and slight of build, and upon arriving in Kageshima she was initially delighted to discover that she was apparently undergoing a growth spurt and becoming taller. This continued at a rapid pace however, and she now has much the same build, but inhumanly large.

Despite the inconvenience and indignity of being huge, Koboshi is nonetheless the daughter of a wealthy family, and has a distinct bloody-minded determination and arrogance. She was able to secure giant uniforms and other school supplies and get special permission to wear giant shorts under her skirt for reasons of modesty. She also managed to become a member of the Popular Girls Club, and thereby secure a giant-sized suite in the special elite dormitory. Having achieved a prestigious and reasonably comfortable life at Kagegami, she has come to enjoy having such an intimidating stature, though she hotly denies the rumors that there is a regular-sized Koboshi Ayanami out there somewhere. She even more hotly denies rumors that there is an even smaller Koboshi Ayanami, or that they form a sort of human matryoshka doll.

26. Konata Ishikoro, Happy Party Maniac

Okay!!! We're gonna have the greatest party EVER!!! Just leave everything to me!!!

Attributes: Athletics 4, Brains 1, Charm 4, Moxie 5, Weird 4

Stress Limit: 25

Special Qualities: 3-D Glasses, Hair Ribbons

Hobby: Throwing Parties

Stress Explosion: Decorating

Colors: Prismatic Eyes, Pink Hair

Konata's family was wholly dedicated to stonework, and although her ancestors were celebrated for it, they were always a dour, joyless clan. This tradition continues into the present day; the family runs a somber, practical granite and marble company in Kyoto. Konata however broke with family tradition the day she wandered into a bakery and tasted cake for the first time. Since her parents raised her to have a certain ruthless dedication, she channeled the family's abject determination into spreading joy. That's why she's utterly obsessed with making people happy and throwing parties. She volunteers to do planning for most school events, and will happily help with any birthday party or other special occasion for classmates.

Her dorm room is easy to spot because it's the one with a pink torii in front of it. Classmates who pay a visit can expect an excessively enthusiastic greeting with cake and balloons, and a full-force party planning session. Her friends have wound up having to look out for her, to prevent too many people from asking for party help, because Konata has no sense of her own limits whatsoever and will easily push herself too far. When pushed past her breaking point, she starts in with the maniacal laughter and decorates everything in sight, with no regard for what's appropriate or, you know, a person. Last year she went even further and briefly transformed into a creature of pure energy called Joy Rapture.

31. Mana Tanaka, Motherly Cook

Hey, come on. Have some sanpei-jiru to warm you up.

Attributes: Athletics 3, Brains 3, Charm 4, Moxie 4, Weird 3

Stress Limit: 20

Special Qualities: Apron, Cook

Hobby: Blood Rituals

Stress Explosion: Eating

Colors: Brown Eyes, Ice-Colored Hair

The school cafeteria usually serves decent enough food, but often makes strange culinary diversions that all but the most adventurous diners are better off avoiding. They'll have udon one day, pizza the next, and then a small pile of ash the day after that. Being the daughter of a family that runs a cozy little restaurant in Hokkaido, she took it upon herself to help her hungry classmates as best she can. With the help of the home economics teacher, she's organized special luncheons and other meals for students, with hearty home cooking. This has made her quite popular around school, and even student council members help her get the ingredients she needs.

On the whole she seems to just be an incredibly nice, loving person, and the only real trace of weirdness in her is that she occasionally performs blood rituals to a strange bear god of Hokkaido, which is pretty minor by Kagegami High standards.

32. Midori Kobayakawa, Dependable Hick

Listen darlin', let me handle that for ya'. Now, are you sure this bucket is the right size and color? It looks a little pail to me? GET IT? A LITTLE PAIL?!

Attributes: Athletics 4, Brains 2, Charm 4, Moxie 5, Weird 2

Stress Limit: 25

Special Qualities: Workaholic, Red Skin, Straw Hat

Hobby: Poetry

Stress Explosion: Eldritch Rituals

Colors: Argyle Eyes, Yellow Hair

Midori comes from a small town somewhere in the backwoods of Japan, and any time she gets emotional, she talks in an odd dialect that her classmates sometimes have trouble even identifying, much less understanding. There's also the part about how her skin is a dark red color, like a mythical oni or something, which she chalks up to eating lots of "red things."

Her family has a small farm, and her parents raised her to appreciate the value of hard work. It worked a little too well, and Midori is a workaholic. She's constantly finding useful things to do, and while she's helpful to those around her, she regularly overworks herself and burns out. Her friends are still trying to figure out how to get her to pace herself.

In her spare time she likes to write poetry, though she'd never admit it to anyone. She's also a member of the school's Comedy Club, owing to having picked up her father's habit of making terrible puns. Of course, she spends nearly as much time organizing boxes of slapstick props and cleaning up the club room as participating in activities.

33. Mio Kawamoto, Masked Rider Heroine

You would sully our school festival with your evil? Very well! HENSHIN!

Attributes: Athletics 5, Brains 3, Charm 2, Moxie 5, Weird 4

Stress Limit: 25

Special Qualities: Masked Rider, From Another Time (the 1970s)

Hobby: Gardening

Stress Explosion: Singing

Colors: Copper Eyes, Magenta Hair

In 1973, the sinister worldwide terrorist organization known as S.H.A.D.E.R. stole cyborg and brainwashing technologies from one of its evil rivals, and thus commenced experiments to produce brainwashed cyborg soldiers. Mio Kawamoto was one of the first of these, but unlike the others, S.H.A.D.E.R. put her in cryo-sleep, to bring out later. Last year, students in the Kagegami High Troubleshooting Protagonists Club found her sleep pod on the island and opened it. It turned out that the brainwashing didn't take, which was why the evil organization had put her on ice, intending to leave her until they got their brainwashing stuff sorted out.

Mio was 16 years old when they put her under in 1974, and she's something of a stranger to the present day. She wears her hair in a flip style with enough hairspray to make it look like solid plastic, and she's still adjusting to things like computers with multiple kilobytes of RAM.

One thing she is very clear on however is her sense of justice. The cyborg implants that S.H.A.D.E.R. installed let her transform into Victory Rider, a grasshopper-themed cyborg superhero. She uses this power to do battle with whatever threats show themselves.

34. Miu Kaname, Obsessive Shipper

Hmm... But if I pair her with her... Hmm... Granted she's a pigeon, but still...

Attributes: Athletics 3, Brains 3, Charm 1, Moxie 4, Weird 4

Stress Limit: 20

Special Qualities: Fujoshi, Glasses

Hobby: Coffee

Stress Explosion: Stealing

Colors: Silver Eyes, Black Hair

Miu is the school's resident fujoshi, which is to say she's pretty obsessed with yaoi doujinshi. If you don't know what those words mean, the day that you look it up will probably go to an extreme of good or bad, depending on your proclivities. Going to an all-girls school with relatively few male teachers makes it difficult for her to find real-life material to fantasize about (she's *so* over Mr. Sato and his stupid despair shtick), so she's resorted to shipping just about everyone around her, with little regard for gender, species, or good taste. She recently shipped Miyuki with a particularly shiny rock, and her friends are considering staging an intervention.

35. Miyuki Kobayakawa, Tragic Optimist

Yeah, my dad decided to use a rope and a tree make himself taller, but I had to stop him. But it's okay. Soon no one will suffer ever again.

Attributes: Athletics 3, Brains 2, Charm 4, Moxie 5, Weird 5

Stress Limit: 25

Qualities: Optimist, Tragic Past

Hobby: Art (4-Panel Comics)

Stress Explosion: Basking in Delusions

Colors: Orange Eyes, Brown Hair

Miyuki is one of the most worrisome students of Kagegami High. Outwardly she seems to be one of the friendliest and most cheerful people on the whole island, but between the cracks there is something dark. Those around her have managed to piece together that most of her family perished because of involvement in a dangerous cult that brought about their ruination and a mass suicide. Miyuki herself only ever talks about it in terms of them "leaving for the happy place" or "going on vacation." She similarly seems to interpret everything that happens around her as normal and pleasant, no matter how strange or horrifying. Pressing her for details of her past has gotten her mask to slip a little, revealing a hint of the yawning abyss behind her eyes that those around her find truly horrifying. There's a definite sense that she would bring about the end of the world and smile all the while.

36. Momoko Akiyama, Sickly Flower

*Ah, yes. This is malaria, usually transmitted by mosquitoes, caused by parasitic protozoans. It's easy enough to fix though. You just—*COUGH COUGH COUGH COUGH**

Attributes: Athletics 1, Brains 3, Charm 3, Moxie 2, Weird 5

Stress Limit: 10

Special Qualities: Sickly, Knives

Hobby: Collecting (Diseases and Vaccines)

Stress Explosion: Coughing Up Blood

Colors: Indigo Eyes, Sparkly Hair

No one is entirely clear what specific condition(s) she has, but Momoko is always very sickly. She has pale skin, sunken eyes, hollow cheeks, and a worrisome cough. There's also the part about how she is never without her knife collection, though she contends that this is because "You never know when you'll need a knife."

Momoko has a curious relationship with diseases, and she seems to enjoy collecting and thwarting them. She has an extensive collection of various bacteria and viruses, as well as vaccines. Thus, while she sleeps 18 hours a day, she can nonetheless be incredibly useful when it comes to figuring out diseases, especially ones of an occult nature.

She is technically a member of the Genetically Modified Organisms club, though after sleeping and going to classes she seldom has enough time to attend club meetings.

41. Nagisa Hayashi, Anti-Student Council Rebel Journalist

Excuse me, Miss Secretary, what do you say to the allegations that you took part in the scheme to put mind control chemicals well beyond what the school allows into the cafeteria food?

Attributes: Athletics 3, Brains 2, Charm 3, Moxie 5, Weird 3

Stress Limit: 25

Special Qualities: Digital Recorder, Shutterbug

Hobby: Spying

Stress Explosion: Lying

Colors: Rainbow Eyes, Violet Hair

Being against the Kagegami High Student Council is perhaps one of the more dangerous things a student can do. Specifically, according to "273 Ways to Endanger Yourself at Kagegami High," an article that recently appeared in the Kagegami Shimbun, it's the third most dangerous. That doesn't stop Nagisa though. She is determined to be a world-renowned journalist and take on the rich and powerful. At Kagegami High, that first and foremost means the Student Council, and she has made several attempts to sneak into the Special Elite Dormitory (see p. 52) and other secret places to find dirt on council members.

Her determination is impressive, and were it not for her obsession with sharing the truth with the public, her ability to document everything around her would make her a natural fit for employment in a menacing government agency. Instead, she is constantly recording and photographing things around her, and while she's a good friend overall, spending any time around her means showing up in the newspaper or at least its website.

42. Natsumi Otonashi, Masochistic Podcaster

That's very interesting. Can you tell us more about what it's like to be up on stage like that? Oh, and also please step on my ears while you answer.

Attributes: Athletics 3, Brains 3, Charm 4, Moxie 2, Weird 3

Stress Limit: 10

Special Qualities: Amulet, Bunny Girl

Hobby: Podcasting

Stress Explosion: Recording Everything

Colors: Silver Eyes, Red Hair

Natsumi is most notable for being the host of the “Natsu-me and You” podcast, which is fairly popular among Kagegami High students. She puts in long hours recording interviews and editing them into a highly-polished podcast, including the requisite sounds of the humming of stasis pods.

It's not entirely clear why she has the ears and tail of a bunny, and it's even less clear why she seems to enjoy having her ears get squished or stepped on, though the fact that the amulet she wears glows when this happens is likely related.



43. Nono Mechagawa, Cheap-Looking Robot Everyone Relies On

HMMMZT Listen I think you're being too BEEEEEEEEP hard on yourself. I'll help you. We can VRRRRRR make this work!

Attributes: Athletics 4, Brains 2, Charm 5, Moxie 4, Weird 3

Stress Limit: 20

Special Qualities: Cartoonish Robot, Hair Ribbons

Hobby: Helping Friends

Protagonist Motivation: Making Others Happy

Stress Explosion: Making Strange Machine Noises

Colors: Yellow Eyes, Silver Hair

Nono Mechagawa is one of the most popular students at Kagegami High. She's friendly to everyone, helps out as much as she can, and gives good advice, albeit good advice interspersed with strange machine sounds. That last bit is because she's also a robot, and kind of a cheap-looking one at that, with a metal casing and flashing lights that make her look like a prop from a sci-fi B-movie. There's also the part about how magnets lower her inhibitions, making her start singing pop songs. Even so, her classmates have come to look past that because she's just such a good person (more or less). She also heads up the Kagegami High Troubleshooting Protagonists' Club.

44. Rei Kinomoto, Genki Tomboy

Oh my gosh you guys! I'm totally gonna kick her butt! And then I'm gonna eat so much beef!

Attributes: Athletics 5, Brains 2, Charm 3, Moxie 4, Weird 4

Stress Limit: 20

Special Qualities: Bobbed Hair, Mouth Portal

Hobby: Kung Fu

Protagonist Motivation: Justice!

Stress Explosion: Eating

Colors: Violet Eyes, Rainbow Hair

Rei is a tomboy, who generally likes doing physical things and doesn't really get how to be girly. She always had mostly male friends, so being in an all-girls school is kind of weird for her, though she's joined the Troubleshooting Protagonists' Club and become good friends with the other girls there. A few years ago, she took up kung fu classes, with the aim of becoming a warrior for justice. As she's gotten closer to adulthood, she's refined that into a desire to become a police officer or some such, though having met the Kagerangers (p. 64), she's now veering back towards trying to become a superhero.

Rei has always had a hearty appetite, but on her first day at Kagegami, she ate a red bean bun she found that was covered in occult symbols. This seems to have altered her physiology and permanently affixed a dimensional portal to her mouth. Things that she swallows end up in a strange and colorful landscape seemingly populated with things from her dreams. Something about her condition has led her to try to put ever larger things in her mouth, and she now aspires to eat a star.

45. Reimu Mihama, Weird Miko

The lightest touch can change the whole world, if only you can find the right spot. ...No. Not there. Definitely not.

Attributes: Athletics 2, Brains 3, Charm 3, Moxie 5, Weird 5

Stress Limit: 25

Special Qualities: Carries a Log Everywhere, Shrine Maiden, Third Eye

Hobby: Conspiracy Theories

Stress Explosion: Hypochondria

Colors: Eldritch Eyes, Indigo Hair

Reimu is part of a small group of girls that help Ms. Kamiya at the Kage-no-Mikoto Shrine. Although no one could ever truly replace the High Priestess (what with her being an immortal fox spirit), Reimu has taken Ms. Kamiya's teachings to heart perhaps better than any of the students who've served as shrine maidens on Kageshima. Exposure to the black stone in the shrine and Kamiya's spiritual teachings have let Reimu open her third eye. Literally. She sprouted a third eyeball in her forehead that can see ghosts. She also has a small log that she carries everywhere, cradled in her arms. She simply calls it her log. Reimu does not offer any explanation for why she has it, but she becomes deeply distressed any time she's parted from it.

46. Rika Uematsu, Wacky Best Friend

Hey! Look! You really shouldn't mess with Satsuki-chan! She's SUPER tough and never lost a fight! And by "never" I actually mean rarely but there was that one time with the giant squid and ANYWAY what was I talking about again?!

Attributes: Athletics 3, Brains 1, Charm 4, Moxie 4, Weird 4

Stress Limit: 20

Special Qualities: Bobbed Hair, Occult Tattoos

Hobby: Eating Food

Stress Explosion: Reciting Coded Messages

Colors: Yellow Eyes, Brown Hair

When Satsuki Kujo (p. 96) arrived at Kagegami High, hardly anyone would so much as talk to her. Rika on the other hand walked right up to her and asked if they could be friends. Her persistent, good-natured insistence eventually wore Satsuki down, and now they're the best of friends. Where Satsuki is a bit reserved, Rika never seems to stop talking, and usually makes wild, frantic gestures as she talks. Frankly she's not very smart, but she does her best to make up for it with sheer heart.

She comes from a large, boisterous family that runs an occult supply shop and croquette stand on the outskirts of Tokyo, which may explain why she has strange occult tattoos covering her arms. She's a member of the Occult Club, though her attendance tends to get kind of spotty whenever something is going on with Satsuki.

51. Ritsuko Saionji, Student Council Queen

Well, well, well. If it isn't Satomi Sakuragi, the renowned fighter. That scarf suits you. Er... What I mean is... Never mind! Attack her now!

Attributes: Athletics 4, Brains 4, Charm 5, Moxie 3, Weird 4

Stress Limit: 15

Special Qualities: Cyborg, Vampire

Hobby: Decoupage

Stress Explosion: Drinking Blood

Colors: Red Eyes, Black Hair

Ritsuko is the secretary of the Student Council, and while it's not the highest position in the Council, she is the most popular and powerful publicly-known Council member. She comes from an extremely wealthy family, and is under a lot of pressure to become great and powerful like her siblings and ancestors. That has a lot to do with how she wound up becoming both a cyborg and a vampire. She's not a fan of needing both blood and to spend an hour or two every day plugged into a wall socket, but she does like being inhumanly strong, possessing a full sensor array, and having the ability to ensnare the minds of those around her. Combined with her unbridled ambition, these traits have earned her a small army of sycophants and ties to several secret societies.

Much to her own chagrin, she recently realized that she had feelings for Satomi Sakuragi (p. 96). She isn't sure what to do with those feelings, and so far, has channeled them into sending minions to do battle with Satomi, to see if she's "worthy."

52. Roboko Ninomiya, Naïve Robot Girl

Excuse me, can you tell me how exactly this “coffee” lets you recharge your power cells?

Attributes: Athletics 2, Brains 4, Charm 3, Moxie 3, Weird 2

Stress Limit: 15

Special Qualities: Android, 4 Pigtails

Hobby: Trying Different Kinds of Motor Oil

Stress Explosion: Eating

Colors: Barcode Eyes, Variable Hair Color

Members of the Secret Free Energy Club decided to create an android as something of a side project and a proof of concept for their new Gospel Engine power source, and Roboko was the result. While she was a success in terms of the power source—they expect it to easily last 300+ years with proper maintenance—she also happened to be a breakthrough in machine intelligence. She appears to have the mind and soul of a human being, if a rather naïve one, and she’d barely been online a week when a crow showed up with an admittance letter. She has thus become a student at Kagegami High.

Roboko is still trying to figure out what it means to be human, and is gradually learning the basics of living among humans. Her utter naivete and ignorance about the world can be at times charming or annoying, and thanks to a misunderstanding with friends she still thinks that ramen noodles are from outer space. Also, she not only doesn’t need to eat but specifically shouldn’t do so to avoid gumming up her hardware. This is a problem, because she is prone to stress eating.



53. Sakura Onizuka, Samurai Girl

This “cheeseburger” is much like Bushido, in that it is only truly realized in the presence of death.

Attributes: Athletics 4, Brains 3, Charm 2, Moxie 4, Weird 2

Stress Limit: 20

Special Qualities: Katana and Wakizashi, Ponytail

Hobby: Fanfiction

Stress Explosion: Slicing Inanimate Objects

Colors: Yellow Eyes, Screentone Hair

Sakura’s family is deeply traditional, to the point where they live in a historically accurate village in a secluded part of Japan that shuns modern culture and technology. Under the influence of kabuki theater, her parents raised her as a boy, and she worked hard to become a great samurai. She had just received a finely crafted katana and wakizashi from the shogun Hiromasa Sanders when the crow from Kagegami High arrived with an admission letter for her.

Coming to Kagegami High has been a major shock for Sakura, as she’s had to learn to cope with modern society and technology, and moreover Kageshima’s peculiar version of those things. She has quickly acquired a rather idiosyncratic view of the modern world, and her friends sometimes have to explain to her which things here are not in fact normal, like how hamburgers normally cast shadows. Some things—like fatty Western food—she finds disgusting, but thanks to Sue and Miu she took to fanfiction and shipping. She’s kind of brilliant at it, though people tend to not quite understand her references to 15th Century Japanese literature. This in turn led her to join the Manga Club, even though her art looks more like ukiyo-e prints.

54. Sana Interrobang, Obsessively Organized Nerd

Alright. Let me explain it to you. I’ve broken the process for this sort of occasion down into 17 steps, and put together a slideshow with examples. We will need to finish this within 27 minutes however, as I have other commitments.

Attributes: Athletics 1, Brains 5, Charm 2, Moxie 3, Weird 3

Stress Limit: 15

Special Qualities: Animal Head (Blackbird), Obsession: Making Lists, Glasses

Hobby: Sudoku

Stress Explosion: Cleaning

Colors: Yellow Eyes, Black Hair/Feathers

Bespectacled, obsessively organized, and having the oversized head of a blackbird, Sana is a smart girl, held back by her need to relentlessly alphabetize, make lists of things, and peck at breadcrumbs. Her neuroses make her a somewhat difficult person to deal with, but her talents are undeniable. If you need help with your homework and have a fresh baguette handy, she is an invaluable person to know.

55. Satomi Sakuragi, Girl-Crazy Fighter

Oh my gosh Ayase is so hot! But can't just ask her out! It's too... I dunno. Gah! I'm gonna go punch something!

Attributes: Athletics 5, Brains 2, Charm 3, Moxie 4, Weird 3

Stress Limit: 20

Special Qualities: Red Scarf, Martial Artist, Girl-Crazy

Hobby: Video Games

Protagonist Motivation: Finding a Girlfriend

Stress Explosion: Basking in Delusion

Colors: Variable Eye Color, Hypercolor Hair

Satomi comes from a family that runs a small but well-regarded karate dojo, and in the current generation she is the youngest child, and the only girl out of six children. Perhaps because of a need to prove herself, she has become a pretty exceptional fighter, if one with poor impulse control. She also happens to be a lesbian, and while her family was accepting of that, they had zero experience with such things, hence she's trying to figure out what it means to be a girl who's into other girls on her own. She loves the fact that she's attending an all-girls school, even if it's a really weird one, and wants more than anything to find herself a girlfriend. She tried out several different clubs and other activities, and ultimately found the Kagegami High Troubleshooting Protagonists Club to be the place where she fits in best.

56. Satsuki Kujo, Violent Delinquent with a Heart of Gold

Leave her alone. I'm not going to warn you again. I don't care how many eyes you have; if you cause trouble I'll poke 'em all out.

Attributes: Athletics 5, Brains 2, Charm 2, Moxie 4, Weird 3

Stress Limit: 20

Special Qualities: Scar, Hand Wraps

Hobby: Jogging

Protagonist Motivation: Doing What's Right

Stress Explosion: Clutching a Plushie

Colors: Brown Eyes, Maroon Hair

Onimura High is infamous for being one of the most dangerous girls' high schools in Japan. It's in a gang-infested part of Tokyo, and there's a constant hum of violence. Satsuki Kujo, the daughter of a retired female biker gang leader, came to Onimura with a powerful sense of justice and compassion. She got into countless battles, and became feared for miles around. Her reputation as a fearsome fighter spread fast, but those close to her know that she tries to use her fists to protect the innocent. Only a few have realized that she has a plush turtle that she clutches to relieve stress.

She wasn't sure what to make when the crow showed up with her transfer papers for Kagegami High, but she hoped it would let her get a new start. Of course, that's hard when you're unusually tall and muscular and have a wicked face scar. For the most part her classmates have generally been too intimidated to even talk to her, but Rika Uematsu (p. 93) immediately took to her. They've since become friends, and Satsuki usually lets her do the talking even if it winds up being Rika's typical gibberish.

61. Sayaka Daidouji, Calculating Treasurer

If you want funding for your event, you'll have to prove to me that you are doing it for purely selfish reasons, and are not merely trying to please the parasites around you.

Attributes: Athletics 2, Brains 4, Charm 1, Moxie 4, Weird 2

Stress Limit: 20

Special Qualities: Abacus, Glasses, Objectivist

Hobby: Blood Rituals

Stress Explosion: Inventing Forbidden Technology

Colors: Prismatic Eyes, Blue Hair

Sayaka is the treasurer of the Student Council, and in charge of managing the finances of clubs and school events and such. This is a bit difficult for her, because she is a huge fan of Ayn Rand and carries a copy of *Atlas Shrugged* with her everywhere. Her unswerving belief in the virtues of selfishness have led her to pursue personal wealth with a single-minded efficiency, and to generally be a cold and difficult person.

She genuinely has a brilliant mind, and in moments of stress has been known to devise incredible forbidden technology and then pointedly refuse to share it with the “parasites.” The rest of the Student Council tolerates her because she has a certain ruthless efficiency with money, and because she hasn’t taken up her idol’s habit of chain-smoking. What they don’t know is that she came to Kageshima in search of an artifact known as the Orb of the Shrugging Atlas, in the hopes that its selfish power can propel her to new heights.

62. Shizuka Sakuraba, Quiet Weirdo

Um... Okay...

Attributes: Athletics 1, Brains 3, Charm 2, Moxie 2, Weird 5

Stress Limit: 10

Special Qualities: Shy, Bird Perched on Head

Hobby: Scrapbooking

Stress Explosion: Howling

Colors: Starlight Eyes, Black Hair

Shizuka was always the quiet, strange one at school, though now that she’s going to Kagegami High she’s just the quiet, average one. She’s always had trouble talking to people, and she spends a lot of time wrapped up in her own thoughts, so that she frequently winds up a few steps removed from whatever conversation is going on around her. She puts her true feelings into her scrapbooks, which are extensive and a little too detailed for comfort.

Shortly after she arrived on Kageshima, a crane landed on her head, and it’s been there ever since. The crane’s plumage isn’t the usual white, but rather shows a view of the skyline of Yokohama, apparently in real time. Apart from occasionally gobbling up fish and other suitable food that gets close enough, the crane seems content to just sit there, mysteriously adhered to her head. When pressed, Shizuka says she’d like to get rid of it, but she seems to actually have a certain fondness for the bird.

63. Subaru Ryuuzaki, Miko Space Cadet

Fear is just a state of mind, like happiness or cabbage.

Attributes: Athletics 2, Brains 3, Charm 3, Moxie 3, Weird 6

Stress Limit: 15

Special Qualities: Shrine Maiden, Starry Eyes

Hobby: Phrenology

Stress Explosion: Taking Notes

Colors: Black Eyes, Indigo Hair

Along with Reimu (p. 92), Subaru is one of the girls who helps out at the Kage-no-Mikoto Shrine as a shrine maiden (miko). Where exposure to the shrine's stone permanently changed Reimu, Subaru has just always been kind of a space cadet. Even the high priestess isn't sure how it is that Subaru seems unaffected by the stone, and can't decide if this means she is an ideal miko or the worst possible. She does a good job of sweeping up around the shrine though, so for now she's staying.

Subaru is also a member of the Truth Club, and the only one who the Mirror of Truth doesn't seem to really affect that much. After gazing into it she tends to say things like, "Well I already knew *that*." Also, in her dorm room she has an aquarium that contains what appears to be a miniature humpback whale.

64. Sue McDonald, Wacky Exchange Student

「アイ・アム・アメリカン...です！」

Attributes: Athletics 4, Brains 2, Charm 2, Moxie 5, Weird 4

Stress Limit: 25

Special Qualities: Twin Tail Hair, Only Eats Instant Ramen

Hobby: Anime

Stress Explosion: Writing Fanfiction About Real People Around Her

Colors: Blue Eyes, Blond Hair

Sue hails from the American state of Plaxicachussetts, and she is a huge fan of anime and other kinds of Japanese culture, or at least the kinds that she has access to back home in the Wasp's Nest State. For her, getting to go to school in Japan and wearing a cute uniform every single day is a dream come true, and she's a little too willing to overlook the disturbing weirdness of Kagegami as long as she can bask in the general Japaneseness. One notable exception is the fact that her diet is limited to instant ramen. At the age of 11 she'd become determined to only eat Japanese food, which was a problem in her hometown of East Stabbington, where instant ramen was the most Japanese food available. She has somehow adapted her physiology to this unconventional diet, but now she can't stop, and becomes ill if she tries to eat normal food.

She was more than a little disappointed to discover that not everyone at Kagegami shares her enthusiasm for anime and such, as well as the fact that the school's island location doesn't allow for trips to Akihabara. She compensates for this by pretending that she's in an anime. She gleefully plays the wacky gaijin role, having gone as far as to adopt the peculiar accent that normally only Japanese voice actors pretending to be American can produce. She also sometimes writes fanfiction (or "friendfiction") about actual people around her, usually putting them into unlikely yet oddly compelling romantic pairings.

65. Tomo Kasuga Nishimura, Butch Athlete

Hey, just give it a chance. Soccer's a great sport, with a fascinating history and all kinds of strategy involved. Now, I was thinking we could try a 3-4-3 formation here...

Attributes: Athletics 5, Brains 3, Charm 2, Moxie 4, Weird 2

Stress Limit: 20

Special Qualities: Buzz Cut, Tracksuit

Hobby: Flower Arrangement

Stress Explosion: Starting Fires

Colors: Violet Eyes, Black Hair

Tomo is the star of Kagegami High's soccer club, a forward with quick, powerful legs and a keen eye for strategy. She's passionate about soccer, and really doesn't care one way or the other about what is or isn't feminine. She also does flower arrangement (despite the dangers of doing so on Kageshima), and gets a certain amusement from how people react to a girl with a buzz cut making delightful flower displays. She's generally just an unusually genuine, self-possessed person, and her love of soccer is infectious. She still hasn't entirely adjusted to life at Kagegami High though, and when the stress of dealing with the school's weirdness starts to really bother her, she tends to set things on fire, especially things that seem to be a source of problems.

66. Yue Kiryuu, Creative Fashionista

Come now, darling. Diving bells are so last year. Now it's all about astronaut helmets.

Attributes: Athletics 2, Brains 3, Charm 4, Moxie 4, Weird 4

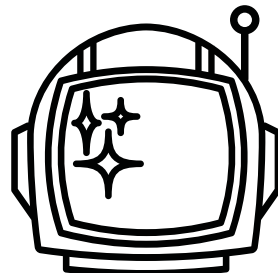
Stress Limit: 20

Special Qualities: Astronaut Helmet, Pet Crocodile

Hobby: Fashion Design

Stress Explosion: Violence

Colors: Variable Eye Color, Variable Hair Color



Yue is, put simply, the queen of fashion on Kageshima. She is the daughter of the famous fashion designer Aorta Kiryuu, best known for the "Blüdd" line that's been taking Tokyo by storm. Yue herself has proven to be quite the trend-setter, and her current signature look is to wear an astronaut helmet at all times, something many have imitated, but none have ever quite pulled off. Owing to a game of one-upmanship with a rival fashionista, she has a pet crocodile named Bernard, who she takes for regular walks around campus.

While Yue can come off as arrogant and snobbish, she's really just driven to create, and is constantly trying new things, with little regard for trends or rules. She is perhaps excessively open-minded, and willing to transform virtually anything into a new fashion experiment. That said, she does have a violent side, and has been known to go berserk with a pair of sewing scissors.



Other Denizens of Kageshima

This section has some of the other beings one might encounter around Kageshima.

11-12. Book

Be careful. This is the biographies section. They're vicious little bastards.

Sample Names: See the Random Book Table on p. 132.

Attributes: Athletics 3, Brains 0, Charm 0, Moxie 2, Weird 3

Stress Limit: 10

Special Qualities: Extremely Vicious, Is a Book

Stress Explosion: Dying

Colors: Varies, but typically various earth tones for the covers, and white or cream for the interior pages.

No one really knows why, but on Kageshima books are sapient and vicious. It's possible to kill or sedate them, and the Library Containment Club specializes in doing just that. Even so, particularly in the library, books will tend to breed, producing new ones with new themes and ideas.

These stats represent a typical live book. Some books are stronger (such as science books, photography collections, and cookbooks), while others are weaker (paperback fiction, romance novels, and almanacs). Certain books, such as the Bible and the works of Fyodor Dostoyevsky are extremely strong and dangerous.

13-14. Chloe Mizutani, Head Chef

Today we are offering a beef carpaccio, served with a braised cauliflower salad, roasted beets, traumatized fingerling potatoes, and a gentle touch.

Attributes: Athletics 3, Brains 3, Charm 3, Moxie 4, Weird 5

Stress Limit: 20

Special Qualities: Antenna Hair, Chef Hat, Knives

Hobby: Even More Cooking

Stress Explosion: Eating

Colors: Ultracolor Eyes, Orange Hair

Providing food services for nearly a thousand people on a mysterious island is no easy task, and after going through several head chefs, the school resorted to abducting the world-renowned post-neo-experimental molecular gastronomy ultrachef Chloe Mizutani. She is a profoundly driven person, and while she resents the fact that Kageshima won't let her leave, she relishes the challenge of preparing delicious food in such an unusual environment. While the other members of the food staff typically manage to steer her away from her more questionable gastronomic experiments, she nonetheless sometimes presents diners with some truly strange offerings (see the Cafeteria Offerings table on p. 150).

One of the more striking things about Chloe is that she is never without her knives. She wears a special harness that holds a full complement of kitchen knives, ranging from basic razor-sharp chef's knives to meat cleavers, carving knives, bread knives, paring knives, boning knives, fillet knives, cheese knives, the various styles of Japanese kitchen knives, and an unnamed knife made of black steel with strange glowing runes on it.

15-16. Crow

Uh... I think you'd better read that letter.

Sample Names: Archimedes, Aya, Crow, Crow #2, Karasu, Nevermore, The Roc, Squawky, Valravn, Wilson

Attributes: Athletics 3, Brains 3, Charm 2, Moxie 3, Weird 5

Stress Limit: 15

Special Qualities: Crow, Magatama Bead

Hobby: Collecting Shiny Things

Stress Explosion: Flying Away

Colors: Black Feathers, Black Eyes, Blue Magatama Bead



The crows of Kageshima appear to be servants of whatever forces rule the island. They are the ones who deliver admissions letters to new students and other cryptic prophecies, and also find places around the island to perch and stare ominously.

21-22. Founder

That is the statue of the great Founder of our school. We do not recommend looking at it.

Attributes: Foundation 6, Mysteriousness 5, Moxie 7, Weird 6

Stress Limit: 35

Special Qualities: Shadowy Figure Pulling the Strings

Hobby: Anime

Stress Explosion: Total Carnage

Colors: Unknown

The Founder is the being who founded Kagegami High. The available text and archaeological evidence suggests that the Founder is a bespectacled man with a certain fondness for anime and catgirls, but beyond that there is little we can say about him for sure. Encounters with him are likely to be dangerous to your sanity.

23-24. Giant Centipede

WE HUNGER. WE HATE. WE TAKE.

Attributes: Athletics 4, Brains 2, Charm 1, Moxie 4, Weird 5

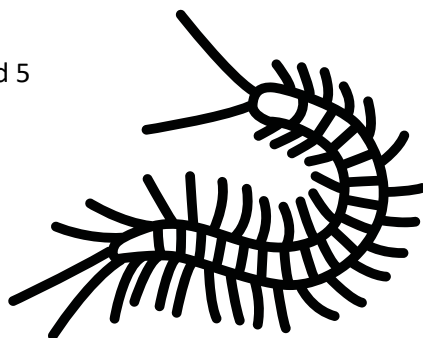
Stress Limit: 20

Special Qualities: Giant Centipede, Dark Sorcery

Hobby: Climbing

Stress Explosion: Screeching and Falling Over

Colors: A Disgusting Black and Red



The giant centipedes are the enemies of the giant spiders, and owing to the school's alliance with the spiders, the enemies of Kagegami High as well. They only occasionally make incursions onto Kageshima, usually when there is something they want that's worth the risk of facing both the eight-legs and the two-legs. Most recently they tried to take a shard from the Obelisk. It did not end well for them.

25-26. Giant Spider

WE WILL HELP. BRING US FLESH. FLESH. FLESH.

Sample Names: Anansi, Arachne, Charlotte, Kumonga, Peter, Tarantula

Attributes: Athletics 4, Brains 3, Charm 2, Moxie 3, Weird 5, Legs 8

Stress Limit: 15

Special Qualities: Creepy Human Speech, Giant Spider, Strange Magics

Hobby: Knitting

Stress Explosion: Fleeing While Making a Disturbing Shrieking Sound

Colors: Black Carapace, Red Eyes



There are a number of non-human creatures that dwell on Kageshima, and the single largest and most important group of such is the giant spiders. These massive arachnids are sentient, and capable of guttural human speech. They also wield strange sorceries, and have taught some of their arts to a select few humans.

The spiders lived on the island long before humans came, and the school is able to exist in part due to the alliance that the Founder made with them. They spend much of their time in the caves underneath the island, but they also venture out to hunt in the Old Forest and to keep a watch for their hated enemies, the giant centipedes.

31-32. Hooded Figure

SKKKKKKKRRRRRRHHHHHHH

Attributes: Athletics 4, Brains 3, Charm 1, Moxie 5, Weird 6

Stress Limit: 25

Special Qualities: Eternally in Shadow, Strange Relationship with Physical Space

Hobby: Observation

Stress Explosion: Howling

Colors: Black, with hints of very dark purple



One of the many things you'll have to get used to living on Kageshima is the presence of mysterious hooded figures. They have a way of appearing and disappearing when you're not looking, and otherwise standing perfectly still. No one seems to know who they serve or what their objectives actually are, and it's better not to know.

33-34. Kage-no-Mikoto

While you reside on this island, you will be in the domain of Kage-no-Mikoto.

Attributes: Aspect 3, Domain 5, Persona 2, Treasure 3

Special Qualities: Immaterial Kami

Domains: Shadow, Kageshima

Stress Explosion: Breaking Reality

Kage-no-Mikoto is the patron kami of Kageshima. The high priestess refers to Kage-no-Mikoto as a “him,” but the available texts are vague on the kami’s gender. What they are clear on is that Kage-no-Mikoto has an incredibly potent power over shadows. The kami is an immaterial being, who finds a focal point in the black stone inside the shrine. It’s sentient, but it has an inhuman kind of intelligence, and not something that normal, sane people are prepared to come into contact with.

35-36. Keiko Haruhara, Groundskeeper

Grow, my child. Grow and be strong.

Attributes: Athletics 5, Brains 3, Charm 4, Moxie 3, Weird 5

Stress Limit: 15

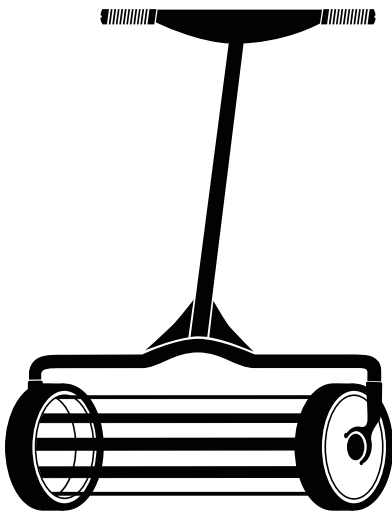
Special Qualities: Antlers, Green Skin, Plant Growths

Hobby: Blogging

Stress Explosion: Invoking Nature’s Wrath

Colors: Green Hair, Yellow Eyes

The groundskeeper’s job is to maintain the grounds of Kagegami High. Keiko applied for the job via a classified ad, not suspecting what it would entail. While she does spend a lot of time trimming hedges and mowing grass and such, she also had an ancient nature goddess come to inhabit her body as a result of a special ritual that the school has always performed on its groundskeepers. She’s since found peace with this state, though she can’t always control the goddess within. Like the whims of nature, sometimes Keiko finds herself overcome with raw, violent urges. The rest of the time she’s actually a rather warm and kind person though, and quite a few students come to her for advice and such.



41-42. Man in Black

Miss, we're going to need to ask you some questions about what you saw.

Sample Names: J, K, Q, Mr. Glass, Mr. Wood, Mr. Wall, Mr. That Thing Over There

Attributes: Athletics 3, Brains 3, Charm 1, Moxie 2, Weird 4

Stress Limit: 10

Special Qualities: Black Suit, Menacing Government Agent

Hobby: Listening to Classic Rock

Stress Explosion: Falling Unconscious, or in some cases Disintegrating

Colors: Black



The Men in Black are the black-suited agents of some vaguely menacing government agency, or perhaps of the New World Order, Illuminati, Freemasons, or other influential secret society. They occasionally show up when their superiors need something covered up, especially UFO sightings, and they will try to use their supposed authority to confiscate alien artifacts and other evidence.

There seem to be several varieties of Men in Black, used by different organizations. Some are simply actual men trying to do a job they don't fully understand, while others appear to be androids or extra-terrestrial beings.

43-44. Mermaid

Name: Marina

Attributes: Athletics 3, Brains 3, Charm 4, Moxie 2, Weird 4

Stress Limit: 10

Special Qualities: Mermaid, Vegetarian

Hobby: Soap Operas

Stress Explosion: Crying

Colors: Blue Hair, Yellow Eyes, Greenish Skin



At the end of a certain hallway in the school, there's a mass of water suspended horizontally. In the water, there's various kinds of sea life, and that happens to include this mermaid. Her name is Marina, and she seems pretty content with where she is in life at the moment. She doesn't seem to know how she got here, and she does sometimes get annoyed when students taunt her, but otherwise her life is largely one of aquatic serenity. Occasionally she gets bored and flops around the campus for a while, but there's something in the water around Kage-shima that keeps her from returning to the ocean.

45-46. Michiko Haraguchi, Barista

The GMO Club recently created a “thirdmint” as an alternative to peppermint and spearmint, so I’m introducing a new thirdmint mocha cappuccino. I’m pretty pleased with the results, though there have been some spatial distortions.

Attributes: Athletics 3, Brains 4, Charm 3, Moxie 5, Weird 2

Stress Limit: 25

Special Qualities: Obsessive Barista, Time-Locked at the Café Shadowland

Hobby: Listening to Music

Stress Explosion: Soul Escaping from the Body

Colors: Brown Eyes, Brown Hair

Michiko does not know how long she’s been the barista at the Café Shadowland. A few times now she’s tried to keep track, but it never seems to work. She can’t tell if she started there last week or has been there for centuries. The latter might explain why she is a transcendently skilled barista, who has not only mastered all forms of coffee and espresso, but has invented entirely new coffee drinks that test the limits of the imagination and the human body’s tolerance for caffeine.

Apart from all of that, she’s one of the more normal people on Kageshima. She can be a little aloof at times, but she’s a basically nice, friendly person. More recently she’s decided to start looking for someone to help out at the café, though she hasn’t yet found anyone who can meet her ridiculously high standards when it comes to coffee.

51-52. Miss Jefferspin, Substitute Teacher

Good morning, class. Mr. Sato couldn’t make it today, so I’ll be filling in. First, I need to make unserious threats of suicide, because substituting for such a man has thrown me into a pit of despair.

Attributes: Athletics 3, Brains 3, Charm 3, Moxie 3, Weird 3

Stress Limit: 15

Special Qualities: Third Eye, and a second Special Quality of whatever teacher she’s currently subbing for.

Hobby: Sudoku

Stress Explosion: Believing in Clouds

Colors: Gray Eyes, Screentone Hair

In order to ensure that the school can cope when a teacher becomes ill, falls into a parallel universe, or otherwise becomes unable to teach, it hired Miss Jefferspin to act as a substitute for any and all teachers who miss a day of class. The administration chose her because she is an unusually malleable person, able to mentally and physically adapt herself to another teacher’s subject and form.

When not taking on the characteristics of someone else, she’s an exceptionally dry, average person, and spends most of her time doing Sudoku.

53-54. Popular Girl

I'm one of the popular girls. And you are?

Sample Names: Hitomi, Kanae, Kozue, Shiori, Nanami

Attributes: Usually at least 1 higher than yours.

Stress Limit: 10

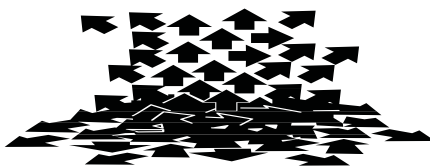
Special Qualities: Inexplicable Popularity, Member of a Clique

Hobby: Something Better Than Your Hobby

Stress Explosion: Throwing a Fit, or in some cases Melting

Colors: The Best Colors

As is traditional at high schools, Kagegami High has a clique of popular girls, who excel in academics and athletics, while maintaining an attractive appearance and active social life. While there are a number of them who have names and distinct traits, the majority seem to be cut from the same cloth, or possibly pulled from the same vat of protoplasm. They are perfect and popular, and they know for certain that they're better than you.



55-56. Student Council Member

We are the law.

Sample Names: Kuon, Sayuri, Minamo, Nanaho

Attributes: Athletics 4, Brains 4, Charm 4, Moxie 4, Weird 4

Stress Limit: 20

Special Qualities: Unfathomable Power and Influence, Cloak of Secrecy

Hobby: Strange Rituals

Stress Explosion: Giving Incomprehensible Orders

Colors: Gray and Red

While there are a few members of the Kagegami High Student Council who make their identities known to the student body at large, the majority of them are highly secretive. They live among us, posing as ordinary students, and disappear into the Council's chambers to do whatever it is they do. An individual council member is not inherently dangerous or superior—if anything they're a bit coddled and strange—but they have a ridiculous level of power over the school, and can command the Student Council's Secret Police. For that reason, it's best not to antagonize them.

61-62. Student Council's Secret Police

The Student Council wishes to have a word with you. Let me put this bag over your head and things won't get unpleasant.

Sample Codenames: Ricochet Puma, Illuminated Mole, Nightshade Dolphin, Defenestrated Fox, Crazy Dreamer, Deimos Rising

Attributes: Athletics 3, Brains 2, Charm 3, Moxie 2, Weird 4

Stress Limit: 10

Special Qualities: Porcelain Fox Mask, Secret Campus Police

Hobby: Video Games

Stress Explosion: Emitting a Piercing Tone and Fainting

Colors: Black Hair, Hidden Eyes



The Student Council's Secret Police is the shadowy organization that enforces the Student Council's will on campus. It is not clear just how many of them there are, and they look like normal students apart from how they wear porcelain fox masks when on duty. No one knows whether they're actual students or something else, whether there are a dozen or so of them or hundreds, but they have a distinct talent for showing up wherever the Council would feel they're needed.

63-64. Vice-Principal

N-No, you c-can't speak with the Principal. Wh-Why would you think that? Can you s-s-speak with a volcano? Hold a c-conversation with a thunderstorm? T-Tell me what you n-need.

Attributes: Athletics 2, Brains 5, Charm 2, Moxie 4, Weird 5

Stress Limit: 20

Special Qualities: Balding, Stutter

Hobby: Online Murder Backgammon

Stress Explosion: Cleaning

Colors: Gray Hair, Hypercolor Eyes

The Vice-Principal of Kagegami High has a strange lot in life. He has an important position at a prestigious school, but instead of an office per se, he has a desk outside the Principal's office. He doesn't so much assist the Principal as handle the day-to-day affairs, and does his best to interpret the ominous noises that sometimes come from the depths of the Principal's office.

No one knows all that much about the Vice-Principal, and as far as anyone can tell he doesn't actually have a name. This is because he gave it up to appease some angry other-worldly entity that would've destroyed the school otherwise. He doesn't seem to do all that much outside of his duties as Vice-Principal, though he does spend a lot of time playing online murder backgammon (which isn't nearly as intense as the real-life version, but is significantly less damaging to play).

65-66. Victoria Valentine, Librarian

It's a book of biting satire. Watch it. What, do you think that's funny?!

Attributes: Athletics 5, Brains 4, Charm 3, Moxie 4, Weird 3

Stress Limit: 20

Special Qualities: Bookworm, Scars

Hobby: Podcasting

Stress Explosion: Going Berserk

Colors: Paper White Hair, Inky Black Eyes

Kagegami High lost several librarians before the administration realized that there was something about the books on the island that was causing the problem. Victoria is the current and longest-surviving librarian, a veteran of the dangerous book stacks of the U.S. Library of Congress, and has consulted for the British Library, the New York Public Library, and the terrifying Bibliothèque nationale de France. She has a deep love of the written word in all its forms, but she knows better than anyone that books are vicious bastards. A lifetime of reading has made her an accomplished warrior, and she was just the right person to lead the Library Containment Club and train up a new generation of warrior-librarians.

In her spare time, she does a podcast called "Books and How to Kill Them," which has a decent niche following.

Tables for Everything



It's not possible to know everything, and it's even less possible to anticipate everything. The world is a cipher that flickers past us, changing too fast to decode. Maybe that's why RPGs make such extensive use of randomness, because the world around us seems so truly random that we can't handle the unreality of a non-random world even in our most frivolous fantasies. Either that or it's the thing about how the World Nerd Council issued a resolution condemning all non-random RPGs, albeit with a special exemption for *Amber Diceless Role-Playing*. Whatever the case, this game is random far beyond what the Council's secret bylaws require, and this chapter is nothing more or less than a collection of tables for virtually any situation that might come up in a *Kagegami High* game session, and then some.

The Random Table Table

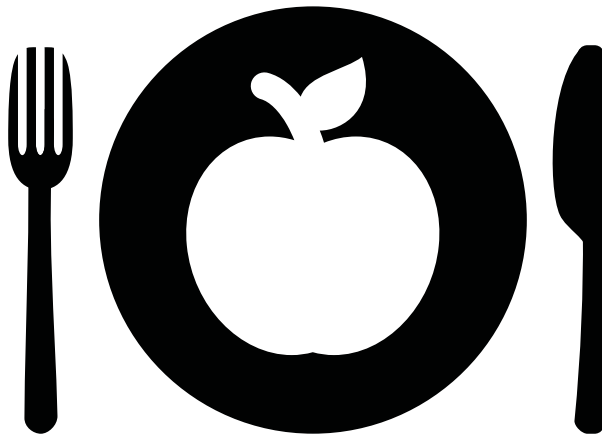
If you just want to roll on a random table and don't much care which, this is the table for you.

d66	Table	d66	Table
11	After School Random Events (p. 116)	41	Proverbs (p. 162)
12	Cafeteria Offerings (p. 150)	42	Random Objects (p. 125)
13	Campus Organizations (p. 52)	43	School Assignments (p. 133)
14	Campus, The (p. 36)	44	School Days Random Events (p. 113)
15	Classmates (p. 80)	45	School Subjects (p. 66)
16	Colors (p. 32)	46	Secret Society Names (p. 160)
21	Discrete Setting Elements (p. 10)	51	Seven Mysteries Candidates (p. 135)
22	Encounters (p. 117)	52	Shadow Sutra, The (p. 151)
23	Faculty (p. 69)	53	Sources of Despair (p. 151)
24	Hidden Meanings (p. 153)	54	Special Qualities (p. 151)
25	Hobby (p. 29)	55	Sponsors (p. 153)
26	Island Random Events, The (p. 115)	56	Strange Phenomena (p. 118)
31	Japanese Names (p. 127)	61	Stress Explosion (p. 31)
32	Kagegami Episode Titles (p. 121)	62	Things on Chalkboards (p. 158)
33	Lame Puns (p. 130)	63	Total Chaos Random Events (p. 119)
34	Morning Announcements (p. 136)	64	Weather (p. 119)
35	Other Denizens of Kageshima (p. 101)	65	Weird Names (p. 129)
36	Protagonist Motivation (p. 31)	66	Western Names (p. 128)

The Lesser Table Random Table

This book contains too many tables for a single d66 table to contain (but not enough to justify a d666 table), so we have helpfully provided a second meta-table for the lesser tables. You're welcome.

d66	Table
11-13	Approximations of the Author's Name (p. 130)
14	Design Influences (p. 166)
15-16	Inciting Incidents (p. 121)
21	Inspirations (p. 167)
22-23	Lesser Table Random Table, The (p. 112)
24-26	Plot Generator (p. 123)
31-33	Random Books (p. 132)
34-36	Random Events Table Table (p. 113)
41-43	Random Eyes Table (p. 161)
44-46	Random Letters (p. 158)
51-53	Random Numbers (p. 158)
54-56	Random Table Table, The (p. 111)
61-66	School Rules (p. 36)



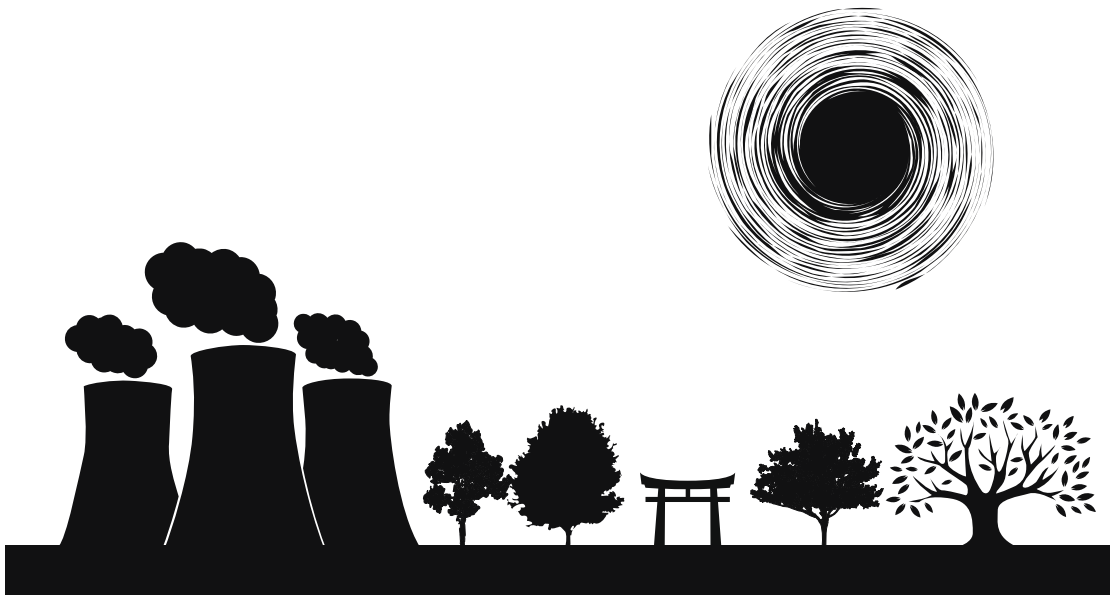
Random Event Tables

This section has the all-important random event tables, that will help make your *Kagegami High* game a swirl of chaos. The GM can roll on a random event table whenever they feel like it, and players can spend an Awesome Point to cause one.

When an event refers to “a random schoolgirl,” randomly pick one of the PCs by rolling a die or whatever other method works for you. When an event refers to “you,” it applies to either the PC whose player bought the random event, or whichever PC(s) the GM feels appropriate.

There are ~~six~~ seven random event tables in this book, though there are numerous other tables that can add an element of randomness to your game. You can simply use whichever one is most appropriate to the current situation in the game, or roll 1d6 on the meta-table below.

Roll	Random Event Table	Table
1	School Days	Random events for normal school hours.
2	The Island	Events for when visiting other parts of the island.
3	After School	For when stuff happens after school.
4	Encounters	A random table for beings the girls run into.
5	Weather	Roll on this to make weather happen. In the game.
6	Strange Phenomena	There’s something strange in the neighborhood.
!	Total Chaos	We cannot be held responsible for the consequences of using this table.



School Days

d66	Event
11	A carelessly spoken code phrase activates a classmate's conditioning, forcing them to take action for an enemy faction.
12	A classmate finishes an elaborate wooden carving of a bodhisattva.
13	A coded signal blares in the classroom.
14	A member of the Student Council's Secret Police recorded what just happened.
15	A mysterious portal opens, spilling out strange, inhuman figures.
16	A random schoolgirl catches a cold.
21	A random schoolgirl doesn't notice that she has a random object (p. 125) stuck to the back of her head.
22	A random schoolgirl finds that she's forgotten her homework.
23	A random schoolgirl gets the hiccups.
24	A random schoolgirl has a classmate pass her a note.
25	A random schoolgirl undergoes a sudden metamorphosis and gains a random Special Quality (p. 18).
26	A rift in the space-time continuum deposits an evil alternate version of a random schoolgirl.
32	A scarily strong deer (Attributes 6/Stress Limit 15) wanders onto campus.
31	A stray cat wanders into the school.
33	A tanuki tries to transform to impersonate a random schoolgirl.
34	A teacher falls ill!
35	A time traveler arrives and tells a random schoolgirl that she's the key to saving the future.
36	An angry stranger suddenly appears and punches the teacher.
41	Earthquake!
42	Everyone else is wearing spooky masks today.
43	For reasons unknown, the class emphatically celebrates some mundane event.
44	Ninjas attack!
45	Pop quiz! The teacher hands out an unexpected little test.
46	Someone (roll on the Encounters table on p. 117) wanders into the classroom.
51	Someone finds a body pillow of a random schoolgirl.
52	Someone is conducting an occult ritual.
53	Someone pulls the fire alarm.
54	Someone's bento is full of spiders. They are plotting something.
55	The Obelisk (p. 79) manifests here.
56	The surveillance cameras are unusually restless.
61	The teacher is feeling emotionally unstable and refuses to teach.
62	There is a random announcement (p. 136) over the school's PA system.
63	There is a sudden change in the weather; roll on the Weather table (p. 119).
64	There's a cockroach (Attributes 2/Stress Limit 10) in the classroom! It's definitely spying on you!
65	There's a fire!
66	You discover a prophecy about a random schoolgirl.

The Island

d66	Event
11	A giant boulder comes rolling towards you!
12	A glowing meteorite crashes nearby!
13	A mysterious fog descends, making it impossible to see where you're going.
14	A pirate ship (somehow) arrives, and buccaneers come seeking treasure!
15	A random book (p. 132), abandoned in the wilderness.
16	A random schoolgirl comes across a rare species of beetle.
21	A random schoolgirl is suddenly asked to give a speech.
22	A reptiloid arrives, intent on manipulating mankind.
23	A tall metal gate, with ominous shapes in its structure, looms overhead.
24	A UFO lands on the island!
25	Bees!
26	Countless crabs scuttle into view.
32	Even monkeys fall from trees. Monkeys are falling from the trees!
31	Ninjas attack!
33	Roll on the Kagegami High Episode Title table (p. 121). Whatever that suggests appears in front of the PCs.
34	Someone is taking surveys for some reason.
35	There are thick spider webs up ahead.
36	You come across a Bigfoot (or Sasquatch if you prefer; either way he has Attributes 4/Stress Limit 10).
41	You come across a HAARP array, a collection of powerful antennas that control the weather or possibly people's minds.
42	You come across a massive hive of some kind.
43	You come across a meadow that is full to the brim with cats.
44	You come across a random teacher (p. 70) who has run away from school.
45	You come across a tunnel. Going in leads you into a random classmate's brain.
46	You come across an abandoned fort.
51	You come across an earthquake weapon, set to detonate soon!
52	You come across cultists performing an occult ritual.
53	You discover a clandestine romantic encounter.
54	You discover a giant robot, covered in moss and plant growth.
55	You discover a massive statue of a random schoolgirl.
56	You discover secret treasure!
61	You encounter the Meaning of the Universe. Take 3d6 Stress.
62	You find a series of large pipes, which connect to random, impossible locations.
63	You find a strange graveyard, the mausoleums and caskets arranged on top of each other, forming a sort of skyscraper necropolis.
64	You meet a Japanese soldier who's been on the island since World War II.
65	You must play a giant-sized game of chess to leave this place.
66	You run into a delivery person who seems to be lost.

After School

d66	Event
11	A courier arrives to deliver a random item (p. 125).
12	A crow swoops out of the trees to land on a random schoolgirl's shoulder.
13	A cyborg from the future (Attributes 4/Stress Limit 10) is looking for a random schoolgirl.
14	A fight breaks out on the quad!
15	A fire breaks out!
16	A ghost asks for help.
21	A kitty cat loudly demands to be fed.
22	A magical princess from another world emerges from a portal.
23	A member of the Student Council's Secret Police is watching.
24	A mothman (Attributes 2/Stress Limit 10) is after the nearest light source.
25	A random book (p. 132) was left out in the open, still alive!
26	A random school club (p. 52) comes trying to recruit a random schoolgirl.
32	A random schoolgirl gets summoned by the Student Council.
31	A random schoolgirl is accused of being a heretic to a cult she never joined.
33	A random schoolgirl is the victim of a practical joke.
34	A random schoolgirl receives a package containing an impossible shape.
35	A random schoolgirl receives an anonymous love letter.
36	A random schoolgirl spots two teachers who appear to be having a secret rendezvous.
41	A romantic rival challenges a random schoolgirl to a duel.
42	A school club comes begging for help defeating their rivals.
43	A school club comes insisting that you join.
44	A strange fog descends over the entire campus.
45	A stray ball flies out from where a sports club is practicing.
46	A UFO lands in the middle of the school!
51	Cake!
52	Men in Black arrive to try to do a coverup.
53	One of your classmates is by herself, crying.
54	Someone is holding a tea party nearby.
55	Someone is holding an occult ritual nearby.
56	Someone is holding an occult tea party nearby.
61	Something important was stolen, and the thief left a calling card!
62	The school experiences a power outage.
63	There is a sudden change in the weather (p. 119).
64	There's a huge crashing sound from somewhere nearby.
65	Visitors from a foreign country are observing the school.
66	You realize everyone else is wearing spooky masks.

Encounters

d66	Event
11	A creepy doll is staring at you.
12	A flying oden cart touches down, offering stew and dreams.
13	A ghost (Attributes 2/Stress Limit 10)!
14	A Gnome of Zurich offers you a low introductory rate for a Swiss bank account.
15	A human-faced dog (Attributes 3/Stress Limit 10) tells you to leave it alone.
16	A kaiju (Attributes 5/Stress Limit 20) stomps by.
21	A kappa (Attributes 3/Stress Limit 10) emerges from the nearest water.
22	A kitsune (Attributes 4/Stress Limit 10) is here to cause trouble.
23	A knife-wielding octopus (Attributes 2/Stress Limit 15) seems to want money.
24	A member of the Student Council's Secret Police (Attributes 4/Stress Limit 5) shows up.
25	A mermaid (Attributes 2/Stress Limit 10) flops around.
26	A pack of wolves (Attributes 3/Stress Limit 5) shows up!
32	A raven (Attributes 3/Stress Limit 15) watches you keenly.
31	A reptiloid from another dimension (Attributes 4/Stress Limit 5) hisses at you.
33	A stalker is following you!
34	A wild vending machine (Attributes 2/Stress Limit 10) appears!
35	An angel (Attributes 3/Stress Limit 10) has a divine message.
36	Beat Takeshi (Attributes 3/Stress Limit 10) is pretending to be a yakuza.
41	Commodore Perry (Attributes 2/Stress Limit 10) is looking to open up Japan.
42	Drunken salarymen (Attributes 2/Stress Limit 5) wander by.
43	Gary Busey (Attributes 3/Stress Limit 5) is speaking his mind through huge teeth.
44	Government Agents (Attributes 3/Stress Limit 10) have some questions for you.
45	Hanako-san (Attributes 3/Stress Limit 15) emerges from a toilet.
46	Hey look! It's a kitty cat!
51	Killer robots (Attributes 2/Stress Limit 10) attack!
52	Mysterious Robed Figures watch menacingly and mysteriously.
53	Ninjas! (Attributes 2/Stress Limit 10)
54	The Grim Reaper (Attributes 5/Stress Limit ∞) stops by.
55	Time Lincoln (Attributes 3/Stress Limit 10) emerges from the time vortex.
56	You bump into a random classmate (see p. 81).
61	You bump into your best friend.
62	You come across a pack of PET bottles (Attributes 2/Stress Limit 5) who need a good home.
63	You come across a random teacher (see p. 70).
64	You come across some angry, live books! (Attributes 4/Stress Limit 15)
65	You run into a tengu (Attributes 3/Stress Limit 15) who is flouting school rules and existing.
66	You run into your worst enemy.

Strange Phenomena

d66	Event
11	A block of ocean, complete with fish and other marine life, floats in mid-air.
12	A building begins filling with water.
13	A classmate's bangs start flapping, trying to make her head fly away.
14	A giant teddy bear looms over you, bleeding milk from its seams.
15	A herd of knickknacks (Attributes 3/Stress Limit 10) wanders by, knicking and knocking away.
16	A pyramid suddenly appears in the middle of the school, pulsing with arcane power.
21	A random schoolgirl achieves a higher level of consciousness and gains the "Third Eye" Special Quality.
22	A random schoolgirl finds herself in the Scarlet Room, a luxurious crimson room that sits at a nexus of realities. A little person in a red suit says something that sounds profound (p. 129) in a halting voice.
23	A random schoolgirl gets a call from herself in the near future.
24	A random schoolgirl looks up into the sky and sees a colossal eye looking down at her. She starts seeing it all the time, and loses 10 points (to a minimum of 5) from her Stress Limit for the rest of the session.
25	A random schoolgirl only makes bubbles when she tries to speak.
26	A random schoolgirl's cell phone becomes a lobster, but still works as a phone.
32	A random schoolgirl's evil twin shows up to cause mischief.
31	A robot emerges from a random schoolgirl's forehead.
33	A swarm of miniature girls emerge from strange pods.
34	A tree sprouts every kind of fruit, and also a strange girl with plant powers.
35	All the clocks start melting.
36	Blocks float in fixed positions in mid-air. Some have question marks on them.
41	Blood starts seeping from the walls (or other surfaces if there are no walls around).
42	Buddha appears in the sky to try to give you a divine mission.
43	Catstorm!
44	Confetti rains from the sky.
45	Cultists manage to summon Shub-Todeth, the cosmic horror!
46	Everyone else is wearing a triangular sticker on their foreheads, and there are penalties for not wearing one of these Blim Marks.
51	Gravity briefly stops working.
52	Inanimate objects start sprouting eyes.
53	It rains small pieces of candy.
54	Mustache swarm!
55	Signals from space!
56	The Colonel (Attributes 5/Stress Limit 10) comes towards you with a slow, menacing gait.
61	The entire island begins to hum and vibrate.
62	The squirrels are watching you. All of them. And there are a lot.
63	The wind picks up, and it makes sounds of singing where it passes through the trees.
64	Tigers float through the air.
65	Watermelons in the garden sprout insect legs and walk around.
66	What appear to be giant DNA helixes waft through the air overhead.

Weather

d66	Event	d66	Event
11	Black Sabbath, "Planet Caravan"	41	Barsoom
12	Blizzard	42	Muse, "Map of the Problematique"
13	Blockhead, "Insomniac Olympics"	43	Overcast
14	Blood	44	Partly Cloudy
15	Chickenado	45	Rain of Dice
16	Flash Flood	46	Rain of Frogs
21	FM Radio	51	Rainbow
22	Fog	52	Reverse Winds
23	Hail	53	Sandstorm
24	Heavy Rain	54	Sharkicane
25	Heavy Snow	55	Sideways Rain
26	High Humidity	56	Sleet
31	High Winds	61	Sunny
32	Intense Heat	62	Thundersnow
33	Levitating Eyeballs	63	Thunderstorm
34	Light Rain	64	Total Eclipse
35	Light Snow	65	Typhoon
36	Monsoon	66	Unnatural Darkness

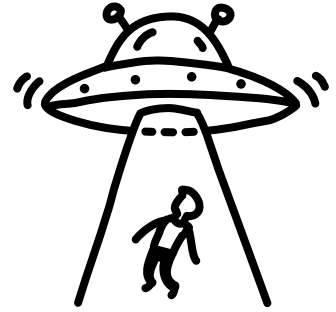


Total Chaos

d66	Event
11	A classmate awakens psychic powers of apocalyptic potency.
12	A dragon has taken over the school!
13	A hurricane is rapidly approaching Kageshima.
14	A massive kaiju (Attributes 6/Stress Limit 15) attacks the school!
15	A massive number of zombies emerge from the sea. Despite how stupid zombies are, in these numbers they're a serious danger.
16	A massive portal to a dimension of pure chaos opens under the school!
21	A meteor is heading towards the earth, threatening to destroy all life if it hits.
22	A plague of giant locusts descends on the island.
23	A random schoolgirl gets a phone call from herself, warning about the apocalypse.
24	A thermonuclear device sits in the quad, set to detonate soon.
25	A vengeful ghost has wiped out most people's memories on the island.
26	Aliens are invading!
32	All of the noodles on campus suddenly turn into venomous snakes.
31	An aircraft carrier emerges from a rift in time.
33	An ancient goddess demands tribute.
34	An army of tiny, masked people emerges from underground to attack.
35	An ear-splitting keening sound emits from the principal's office.
36	An explosion rocks the library, leaving a hole that lets countless books escape!
41	An incursion of fae into our reality threatens to plunge Kageshima into utterly incoherent chaos.
42	Bacon mania spreads across the school. Ravenous schoolgirls come in search of bacon!
43	General Winter (Attributes 5/Stress Limit 10) is freezing the whole island!
44	Huge black cubes descend from the sky and float a few feet above the ground.
45	King Cherry (p. 52) grows to enormous size, covering the school in pink petals.
46	Someone has successfully summoned an Elder God to this plane.
51	Something is turning students into mermaids.
52	The catgirl virus starts spreading, turning everyone into catgirls!
53	The island is covered in hallucinogenic mushrooms.
54	The island rumbles, and the Ancient Mountain creeps closer.
55	The Monolith (p. 52) splits open and something emerges.
56	The Old Forest is coming closer, threatening to consume the school.
61	The school is holding a fighting tournament!
62	The sky splits open, and angels and demons pour out to do battle.
63	The sun disappears into a cave, plunging the world into darkness.
64	There's an invasion of killer robots!
65	Time stops for the whole world except for you.
66	Today is just a lazy day. Everyone feels so tired and lazy that they can't be bothered to breathe.

Inciting Incidents

This section is a handy tool to give the GM a launching point for a game session.



11-12. Akiko

One of your friends starts awakening immensely potent psychic powers. If you can't help her learn to control her new powers, she might destroy the entire island!

13-14. Arachnomania

A spider accuses you of having wronged the island's spiders. To prove your innocence, you'll have to either find the actual culprit, or figure out how to best their champion in a web-spinning contest.

15-16. Ayako Dies at the End

You start getting phone calls from your friend Ayako, who you thought was dead, giving you cryptic instructions. She seems to be calling from different points in time, trying to get you to prevent her from dying at the hands of the cosmic horror Shub-Todeth.

21-22. Bibliophobia

You have an essay due on Johann Wolfgang von Goethe, and the only way to get the information you need is to venture into the library.

23-24. Creative Vision

A friend asks for your help with a dangerous art project. She really needs to get enough blood stones or she could fail the class, and the student store is sold out!

25-26. Fun is Complex

While hanging out at the Fun Complex (p. 50) after school, one of the arcade games sucks you into a digital world that Miss Andou (p. 74) created as part of an experiment.

31-32. Harvest of Terror

The GMO Club asks for your help with harvesting their new Terror Cabbage, a delicious but sapient type of brassica they've devised.

33-34. Hopping Mad

A family of massive, talking rabbits is squatting in your dorm room, and the only way to be sure to remove them is to do something about their own home, which the spiders took over.

35-36. Little Schoolgirls

The school is overrun with a swam of tiny schoolgirls, who seem to be constantly splitting apart, increasing their numbers more and more!

41-42. Little Wars

A strange army of miniature soldiers marches on the school, and everyone must help fight it!

43-44. The Loving Star

A star in the sky is gradually growing bigger. The star is in love with Kageshima, and someone will have to find a way to reject its advances.

45-46. Purse Strings

The Student Council's treasurer (Sayaka Daidouji, p. 97) is taking a rare sick day, and the Council's secret ultracomputer has selected YOU to temporarily take her place for the day.

51-52. Pyramid Scheme

The Student Council selects you to investigate the massive pyramid that materialized in the quad. It seems to be a marketing campaign for the Books Kinokuniya bookstore, which means it could be far more dangerous than they're letting on.

53-54. Rock You Like a Hurricane

A hurricane is about to hit the island, and someone important to you is out in it! Going out during the hurricane will be dangerous, especially since there's a flock of angry thunderbirds causing it!

55-56. Sibling Rivalry

A friend is missing, and witnesses say that Mr. Orochiyama (p. 77) kidnapped her, as is his wont. Except, he has a pretty convincing alibi. It turns out that his older brother, the nine-headed serpent (Kyumata no Orochi) has come to pay him a visit and generally cause trouble.

61-62. Teenagers With Attitude

A friend asks for help to deal with bullies who are coming for her after school. It turns out that she had a pretty epic misunderstanding with the Kagerangers (p. 64).

63-64. Transporter

A secret society gives you an important coded message to deliver to someone who is supposed to be waiting on the summit of the Ancient Mountain.

65-66. Valentine's Day Massacre

It's Valentine's Day, and everyone is getting gifts of meat ready for that special someone. Except, some of your meat has vanished, and heartbroken classmates are asking for help finding it before it's too late. The meat has formed into a corporeal form for an otherworldly entity named Bob, and Bob is headed for the Student Council's HQ!



Plot Generator

As if there weren't enough ways to roll to get ideas for stories, here's a Plot Generator. Roll once on each column to get a starting point for a scenario.

d66	Someone	d66	Has/Have Trouble With	d66	But...
11	A classmate	11	A curse	11	A wizard did it
12	A club president	12	A dimensional portal	12	An ancient secret
13	A confused soldier	13	A dragon	13	An embarrassing secret
14	A dimensional visitor	14	A false (?) accusation	14	Cosmic horrors!
15	A ghost	15	A family member	15	Déjà vu
16	A historical figure	16	A mysterious illness	16	It has to be this way
21	A hooded figure	21	A prophecy	21	It's a cover-up
22	A minor deity	22	A stalker	22	It's a deeper conspiracy
23	A popular girl	23	An irrational fear	23	It's a practical joke
24	A random classmate	24	Being slowly transformed	24	It's a research project
25	A random teacher	25	Bullying	25	It's a surprise party!
26	A robot	26	Carnivorous plant	26	It's actually a dream
32	A sailor	32	Exams	32	It's actually benign
31	A sports team	31	Feral books	31	It's all a game
33	A staff member	33	Finding inspiration	33	It's an ad campaign
34	A superhero	34	Finishing homework	34	It's for a TV show
35	A talking animal	35	Fire	35	It's from a magical land
36	A visitor	36	Ghosts	36	It's from space
41	An artist	41	Giant centipedes	41	It's school sponsored
42	Homeroom teacher	42	Hiding wrongdoing	42	Mind control!
43	Someone anonymous	43	Hot lava	43	Mind swap!
44	The chef	44	Losing their memory	44	Relates to their past
45	The class clown	45	Making a choice	45	Relates to your past
46	The class rep	46	Mind control lasers	46	The principal intervenes
51	The crows	51	Planning a school event	51	The world is ending
52	The PTSA	52	Preparing for a test	52	There's a time loop
53	The Secret Police	53	Secret agents	53	There's another culprit
54	The spiders	54	Someone going missing	54	They seem to be dead?
55	The Student Council	55	Something was ruined	55	They should be dead?
56	The vice-principal	56	Studying	56	They were in love
61	The whole school	61	Temporal distortions	61	They were trying to help
62	You	62	The end of the world	62	They're in love
63	You from the future	63	The moon	63	They're misguided
64	Your best friend	64	The Student Council	64	They're responsible
65	Your bitter rival	65	UFOs	65	Time travel's involved
66	Your roommate	66	Unnatural weather	66	Turns out it's harmless

Kagegami Episode Titles

d66	Part 1	d66	Part 2
11	A Fun	11	Bunny
12	A New	12	Cat
13	A Smiling	13	Cloud
14	A Story About a(n)	14	Corporation
15	Alternate	15	Day
16	An Endless	16	Dog
21	Another Fine	21	Dragon
22	Council	22	Election
23	Fashion	23	Failure
24	Girls'	24	Fire
25	Glowing	25	Gem
26	Good	26	Girl
31	Hello	31	God
32	History	32	Helicopter
33	Homework	33	History Lesson
34	How to Buy (a/an)	34	Lecture
35	Illuminated	35	Memory
36	Infinite	36	Monolith
41	Mandatory	41	Mountain
42	Musical	42	Music
43	Partial	43	Night
44	The	44	Picnic
45	The Cutest	45	Registry
46	The Faceless	46	Review
51	The Glowing Coils in the	51	River
52	The Holy	52	School
53	The Last	53	Sky
54	The Loving	54	Star
55	The Mighty	55	Storm
56	The Old	56	Sword
61	The Other	61	Test
62	The Popular	62	Time
63	The Schematics of the	63	Trial
64	The Truth About the	64	Universe
65	Unicorn	65	Week
66	Your Last	66	Woman



Random Objects

d666	Object	d666	Object	d666	Object
111	¥500 Coin	211	Cheese	311	Flute
112	AA Batteries	212	Chocolate	312	FM Radio
113	Accordion	213	Christmas Tree	313	Folding Chair
114	Air Conditioner	214	Cinnamon	314	French Press
115	Angry Flower	215	Cola	315	Fried Tofu
116	Ant Farm	216	Collar with Bell	316	Game Console
121	Anubis Statue	221	Cough Syrup	321	Giant Laser
122	Apple	222	Creepy Doll	322	Giant Robot
123	Ark of the Covenant	223	Crepe	323	Gift Certificate
124	Asparagus	224	Crystal Ball	324	Gold Brick
125	Ball, Beach	225	Cupcake	325	Grimoire
126	Ball, Soccer	226	Darkness	326	Guitar, Acoustic
131	Ball, Tennis	231	Daruma	331	Guitar, Electric
132	Banana	232	Detachable Pigtales	332	Guitar, Haunted
133	Baseball Bat	233	Diamond	333	Ham
134	Bear	234	Dictionary	334	Ham Sandwich
135	Bees	235	Digital Camera	335	Handcuffs
136	Bell	236	Dinosaur Bones	336	Hard Candy
141	Bicycle	241	Dominoes	341	Headphones
142	Big Knife	242	Drill	342	Homunculus
143	Bluetooth Headset	243	Durandal	343	Honey
144	Bluetooth Speaker	244	Durian	344	Ice
145	Board Game	245	DVD Boxed Set	345	ID Card
146	Bootleg Movies	246	Eagle Feather	346	Insane Supercomputer
151	Bottle of Tea	251	Energy Drink	351	Instant Ramen
152	Bottled Water	252	Ennui	352	Instant Yakisoba
153	Briefcase	253	Ethernet Cable	353	Jizo Statue
154	Cake, Carrot	254	Eyeglasses	354	Joke Book
155	Cake, Chocolate	255	False Teeth	355	Ladder
156	Cake, Christmas	256	Fire	356	Laptop
161	Candy Cane	261	Fireflies in a Jar	361	Laser Pointer
162	Cape	262	Fireworks	362	Latte
163	Cappuccino	263	Fish Cakes	363	Lemons
164	Cat Ear Hairband	264	Flashlight	364	License Plate
165	Chai Latte	265	Floating Eye	365	Lie Detector
166	Chainsaw	266	Floppy Disk	366	Light Saber

d666	Object	d666	Object	d666	Object
411	Magatama Gem	511	Pen, Fountain	611	Shuriken
412	Magic Beans	512	Pen, Quill	612	Skeleton
413	Magic Wand	513	Pencil Case	613	Smartphone
414	Maid Costume	514	Pencil, #2	614	Sniper Rifle
415	Manga, Boys	515	Pencil, Mechanical	615	Soda
416	Manga, Girls	516	Phonograph	616	Soldering Iron
421	Manga, Non-Euclidean	521	Pineapple	621	Soy Sauce
422	Marbles	522	Plutonium	622	Sparkling Water
423	Mask, Hero	523	Pocket Watch	623	Spoon
424	Mask, Scary	524	Pony	624	Sriracha Sauce
425	Mermaid Chow	525	Powered Suit	625	Stopwatch
426	Messenger Bag	526	Pretty Bow	626	Student Handbook
431	Meteor	531	Protractor	631	Sunglasses
432	Mirror	532	Pudding	632	Swimsuit
433	Miso Paste	533	Pumpkin	633	Sword, Inhuman
434	Mixtape	534	Pure Energy	634	Sword, Japanese
435	Monolith	535	Pyramid	635	Sword, Western
436	Murasame Blade	536	Quartz Crystals	636	Tablet, Computer
441	Nachos	541	Rail Pass	641	Tablet, Forbidden
442	Naginata	542	Ramen	642	Tanuki Statue
443	Necklace	543	Raygun	643	Tape Recorder
444	Necronomicon	544	Ring	644	Tarot Cards
445	Nunchucks	545	Rocket Fist	645	The Internet
446	Nutmeg	546	Rogue Book	646	Time Machine
451	Onusa Paper Wand	551	Roller Skates	651	Tiramisu
452	Oranges	552	Root Beer	652	Tricycle
453	Origami Crane	553	RPG Rulebook	653	Trophy
454	Othello Set	554	Sandwich	654	Truth Serum
455	Overhead Projector	555	Scented Candle	655	Umbrella
456	Paintbrush	556	Scythe	656	Unicycle
461	Pan Dulce	561	Secret Documents	661	Vajra
462	Pancakes	562	Secret Notebook	662	Very Old Textbook
463	Panic Button	563	Seeds	663	Walkman
464	Pants	564	Sega Saturn	664	Weighted Companion Cube
465	Passport	565	Shinai/Bokken	665	Wig
466	Pen, Ballpoint	566	Shoes	666	X-Ray Specs

Japanese Names

d66	Family Name	d66	Given Name (♀)	d66	Given Name (♂)
11	Asakura	11	Akane	11	Akio
12	Hasegawa	12	Aoi	12	Akira
13	Hayasaka	13	Arisa	13	Ataru
14	Hayashi	14	Asagi	14	Fuyuki
15	Izumi	15	Asuna	15	Gen
16	Kagehama	16	Ayumu	16	Hayate
21	Kagemura	21	Chiaki	21	Hideki
22	Kagezaki	22	Chihiro	22	Hiro
23	Kagura	23	Emi	23	Hitoshi
24	Kagurazaka	24	Haruka	24	Isao
25	Kasuga	25	Hikari	25	Kagero
26	Kimura	26	Kagami	26	Kanji
32	Kitagawa	32	Kageko	32	Kazuto
31	Kobayashi	31	Kaori	31	Ken
33	Koiwai	33	Kasumi	33	Kenta
34	Komatsu	34	Kurumi	34	Kosuke
35	Mihama	35	Michiru	35	Kyo
36	Minami	36	Mika	36	Kyusaku
41	Miyakawa	41	Minako	41	Makoto
42	Miyamoto	42	Misa	42	Masaharu
43	Miyata	43	Miyako	43	Mitsunori
44	Miyazaki	44	Nanami	44	Natsuki
45	Mizuhara	45	Nodoka	45	Nozomu
46	Sakurazaki	46	Sae	46	Shigeo
51	Sasaki	51	Sakurako	51	Shu
52	Serizawa	52	Satsuki	52	Sunao
53	Shiraishi	53	Setsuna	53	Takashi
54	Suzuki	54	Tomo	54	Takayuki
55	Tachibana	55	Yotsuba	55	Takeo
56	Takara	56	Yue	56	Takeru
61	Takeda	61	Yui	61	Takuma
62	Tanaka	62	Yuka	62	Takumi
63	Tominaga	63	Yukari	63	Toraji
64	Ueda	64	Yuki	64	Yuichi
65	Uehara	65	Yuna	65	Yuji
66	Yamada	66	Yuno	66	Yukito

Western Names

d66	Given Name (♀)	d66	Given Name (♂)	d66	Family Name
11	Alexandra	11	Aaron	11	Adams
12	Alice	12	Alex	12	Anderson
13	Amy	13	Alfred	13	Archer
14	Angela	14	Alphonse	14	Armstrong
15	Anna	15	Arthur	15	Brando
16	Blair	16	Benson	16	Brown
21	Bunny	21	Caesar	21	Cartelet
22	Cammy	22	Charles	22	Chapman
23	Catherine	23	Cody	23	Coppola
24	Christina	24	Curtis	24	Crowley
25	Elizabeth	25	Daniel	25	Deckard
26	Erina	26	Dante	26	Elric
31	Evangeline	31	Dio	31	Foster
32	Holly	32	Edward	32	Freeman
33	Jenny	33	Grant	33	Garcia
34	Jessica	34	Hans	34	Hawkeye
35	Julia	35	Iggy	35	Honey
36	Karen	36	Jean	36	Hopkins
41	Leona	41	Jeffrey	41	Hughes
42	Lisa	42	Jimmy	42	Jones
43	Margaret	43	Jonathan	43	Lockhart
44	Mary	44	Kenneth	44	Lugosi
45	Melody	45	Lewis	45	MacDonald
46	Michelle	46	Michael	46	March
51	Nancy	51	Mordecai	51	Martin
52	Nina	52	Pedro	52	McDougal
53	Nora	53	Pierre	53	Mustang
54	Patricia	54	Raymond	54	Orsini
55	Rose	55	Rigby	55	Page
56	Sarah	56	Robert	56	Pendleton
61	Sherry	61	Roy	61	Readman
62	Sue	62	Russel	62	Ross
63	Tina	63	Shadow	63	Silverstein
64	Trisha	64	Spike	64	Stroheim
65	Vanessa	65	Tim	65	Walken
66	Wendy	66	Will	66	White

Weird Names

d66	Given Name (♀)	d66	Given Name (♂)	d66	Family Name
11	Amaterasu	11	Abraxas	11	Butterfly
12	Aorta	12	Aku	12	Charming
13	Cersei	13	Bacon	13	Cluggins
14	Chimera	14	Baltan	14	Coriander
15	Chocola	15	Beezer	15	Criswell
16	Cream	16	Bob	16	Cumberbatch
21	Daisy	21	Char	21	Cupcake
22	Donut	22	Cheesy	22	Dynamite
23	Eeeeeee	23	Corn	23	Eeeeeeeeeeee
24	Eleven	24	Crocodile	24	Figg
25	Equestria	25	Ellipses	25	Filch
26	Heartful	26	Elric	26	Haruhara
31	Hellscythe	31	Fudge	31	Interrobang
32	Hyaku	32	Hingle	32	Jefferspin
33	Ichigo	33	Hiro	33	Juniorstein
34	Ikebana	34	JoJo	34	Mango
35	Kami	35	Lettuce	35	McCringleberry
36	Lionessa	36	Light	36	Mechatomo
41	Love	41	Loquacious	41	Morgoone
42	Mana	42	Maximum	42	Nevada
43	Miko	43	Mergatroid	43	Oregano
44	Nami	44	Mitchell	44	Porkstar
45	Octothorpe	45	Monzaemon	45	Priebus
46	Opalescence	46	Mousecop	46	Protagonist
51	Peach	51	Penguin	51	Quatro
52	Quatra	52	Pidgeon	52	Rashomon
53	Ribbons	53	Quatro	53	Ravencastle
54	Sepulturina	54	Shadow	54	Smoochie-Williams
55	Sesame	55	Shodo	55	Stroheim
56	Shujinko	56	Sparks	56	Strunk
61	Star	61	T.J.	61	Sulu
62	The Golden Hen	62	Torque	62	Tacktheratrix
63	Toadstool	63	Tyrion	63	Testrarossa
64	Wana	64	Video	64	Tokugawa
65	Windy	65	Wario	65	Tokyo
66	Xianpu	66	Yatsudenwani	66	University

Approximations of the Author's Name

Roll on this table to generate one of 1,295 possible approximations of the author's name (plus a roughly 0.08% chance of rolling the one result that represents his actual name). There is no particular reason for this.

d66	First Name	d66	Last Name
11	A.A. Ron	11	Blingee
12	Aaron	12	Calumny
13	Aileron	13	Clammy
14	Airing	14	Clingy
15	Airy	15	Cloney
16	Aiwen	16	Clonoy
21	Aren	21	Clooney
22	Aron	22	Cloony
23	Arryn	23	Clunatic
24	Arwen	24	Cluney
25	Barron	25	Clunie
26	Caring	26	Clunny
31	Eeewin	31	Cluny
32	Ekans	32	Coolknees
33	Eren	33	Crooney
34	Erin	34	FLCL
35	Eryn	35	Funny
36	Ewan	36	Honey
41	Ewe-inn	41	Kewpie
42	Ewen	42	Kirlian
43	Ferelden	43	Klüni
44	Gaming	44	Kluny
45	iWen	45	Kurumi
46	Obi-wan	46	Loony
51	Oolong	51	Maidguy
52	Owen	52	McPherson
53	Owin	53	Moody
54	Owon	54	Moony
55	Rachel's Brother	55	Phooey
56	Roland	56	Rooney
61	That Guy	61	Show Me
62	Warren	62	Spooney
63	Youwin	63	Wannabe
64	アーロン	64	Whatsisface
65	エーウエン	65	Wooly
66	イレノ	66	クルーニー

Lame Puns

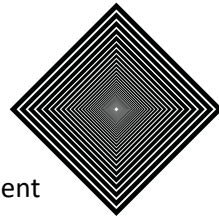


11. A book fell on my head. I only have my shelf to blame.
12. A meatball fell from the sky. It wasn't half bad, but I wish it was a little meteor.
13. Did you hear about the circus fire? It was intense.
14. Did you hear about the luggage that was tried in court? It was a brief case.
15. Did you hear that the theatre club stole from the archery club? They took a bow.
16. Dracula is a great friend because you can count on him.
21. Going to the gym is such a stress reliever. I can already feel the weight lifting!
22. How do you keep track of your sheep? I have a system of baa codes.
23. I ate the hot dog with all the relish that I could mustard, but I still couldn't ketchup.
24. I used to work at a calendar factory, but they fired me because I took days off.
25. I'd like to thank sidewalks for keeping me off the streets.
26. I'd never date a Walkman. They're such players.
31. If you keep up this PUNishment you'll go to the PUNitentiary.
32. Is this bucket the right color and size? It looks a little pail to me.
33. It turns out sign language is pretty handy.
34. It was an emotional wedding; even the cake was in tiers.
35. It's expensive to even look at photocopies these days, what with all those paper-view charges.
36. Like a good bread dough, I'm the hero this city kneads.
41. Like a patron of a German restaurant, I expect the wurst.
42. My Czech mate isn't actually that good at chess.
43. My friend is terrified of Scottish people, because a man in Glasgow nearly kilt him. Also, something about haggis and bagpipes.
44. Neo-Mexico is about to E•X•P•L•O•D•E. Coming soon, from the mind of the legendary Japanimation director Katsuhiko Ortega: **AQUIRA**
45. No one realized that Dumbo's mother was pregnant, or at least no one wanted to talk about the elephant in the womb.
46. Playing the violin really loud will cause a lot of treble.
51. Someone tried to sell me a coffin, but I told them that's the last thing I need.
52. That blackjack dealer is quite a card.
53. The man who invented knock-knock jokes should get a no-bell prize.
54. The school is holding a blood drive. Don't have A NEGATIVE attitude, B POSITIVE that you are helping.
55. Why can't Skrillex go fishing? He always drops the bass.
56. Why couldn't the bike stand up? It was too tired.
61. Why did the peanut go to the police? Because he was a-salt-ed.
62. Why did the pony ask for a glass of water? Because she was a little hoarse.
63. Why was Cinderella thrown off the basketball team? She ran away from the ball.
64. Why would you made a table of puns? Hey, writing this stuff is no picnic. I had to or I wouldn't have a leg to stand on.
65. You can tune a piano, but you can't tuna fish.
66. 布団が吹っ飛んだ。

Random Books

d66	Book
11	A History of the Empire of Mu
12	A Lapful of Severed Tongues
13	The Anarchist's Cookbook
14	Antidisestablishmentarianism for Beginners
15	Charlotte's Web of Lies
16	The Collected Works of Ryūnosuke Akutagawa
21	Colonel Zongo's Big Book of Hilarious Funny Jokes For Laughing
22	Cooking with Nothing But Sriracha
23	The Dangerous Book for Arsonists
24	Derringers & Digeridoos: Australian Super-Spy Role-Playing
25	Dragon Breeding for Pleasure and Profit
26	The Enchiridion
32	Encyclopedia Galactica
31	Ethel the Aardvark Goes Quantity Surveying
33	Excessive Expectations
34	Fahrenheit 451
35	Fun English Fun That Is Enjoyable
36	Fun With Dirt
41	The Garden of Forking Paths
42	Hitler: Threat or Menace?
43	The Holy Tribble
44	How To Kill
45	How to Look Chastened
46	The Joy of Chickens
51	Kagegami High Student Handbook
52	Misapplied Science
53	Moonlit Desire: Taken by the Shifters Book 17
54	The Necronomicon
55	The Necronomicomizomcomicon
56	The Occult Properties of Aru
61	Oh No! Not 1,000,000,000,000 More Jokes For Kids
62	The Okay Gatsby
63	The Orange Catholic Bible
64	The Tale of Genji 2: The Revenge
65	What to Do When the Crows Come for You
66	Why Am I Sweaty?

School Assignments



11. A Shinkansen train leaves Kyoto at 10:45 a.m. A man on a bicycle enters the San Francisco Museum of Modern Art at 2:30 p.m. Calculate how many kitsune can dance on the head of a pin.
12. Briefly describe the three public and two secret branches of the government and their respective functions.
13. Compose a poem—a tanka, sonnet, blank verse, villanelle, limerick, or dactylic polynomial octave—about the inevitability of entropy and the futility of ever trying anything.
14. Create a diorama of the solar system, including all 10 known planets and at least 3 unknown planets.
15. Create a new recipe using the recently-discovered Fifth Meat. Do not attempt to eat it.
16. Create life. The necessary amino acids will be provided.
21. Do exercises 1, 3, 5, and 9 on pages 79-82, except for the odd-numbered ones. Show your work.
22. Draw infinity.
23. Explain the significance of the human artifact known as a “rubber duck.”
24. Open your books to page 238. Alright, now page 25. Next, page 422. Okay, then page 891. Next, page 278½. Show your work.
25. Open your textbook to page 178. The page will be blank. Stare at it. Just stare, for at least 20 minutes. Try not to blink.
26. Outline a marketing campaign for a new brand of amniotic fluid. Devise a slogan and a general approach to putting together advertisements.
31. Prepare poached eggs. For extra credit, use the eggs of an ostrich, alligator, or roc.
32. Prove that $2 = 3$. Do it. Now. Before the goblins come.
33. Prove the existence of the paranormal. Show your work.
34. Read “The Nose” by Ryūnosuke Akutagawa, and do not make any comparisons whatsoever to any member of the Kagegami High faculty.
35. Read chapters 11-14 of *Great Expectations* by Charles Dickens, and write a 2-page essay explaining the symbolism of the giant man-eating spiders.
36. Read chapters 7 and 8 of *Botchan* by Natsume Sōseki, and write a short essay on the significance of the scene in which Botchan and Uranari started bleeding from the eyes and the blood began dripping from the pages of your book.
41. Return to your dormitory and await my instructions.
42. Select a haiku from the works of Matsuo Bashō (excluding those concerning frogs, water, the surveillance state, or occult rituals), and create a calligraphic rendering of it. The necessary brushes and blood stones will be provided.
43. Stare at a blank wall for 14 hours straight without making a sound. Show your work.
44. Start reading *Atlas Shrugged* by Ayn Rand. Stop when you reach the first thing that you find nonsensical or illogical, and note down the page number and the issue. If you reach the end of the book you will fail this class.
45. Turn gold into lead.
46. What is the most shameful part of the human body? The feline body? An ant? State your answers in the form of cryptic knock-knock jokes.
51. Write a comprehensive thesis on the meaning of existence. Burn it, and bring the ashes in by Monday.
52. Write a short (500-1,000 words) essay comparing Jesus Chris and the Buddy Guatemala Siddhartha. Compare and contrast their teachings, philosophies, and dipping sauces.
53. Write a short essay on the significance of a boot stamping on a human face forever. Tell me about this boot, the type of leather it is made of, and where I can get one like it. Do not ask why.

54. Write a simple program to predict the outcome of the next World Cup. Do it soon, and well. I owe a lot of money.
55. Write a single word that expresses the meaning of love in an uncaring universe. This should be typewritten and double-spaced. Do not use vowels.
56. Write an essay about an encounter you had with the specter of death, the way it cruelly snatched away a beloved family member, pet, or smartphone, and how it stole some of your innocence by driving home the reality of human mortality.
61. Write an essay about your dreams for the future. Be sure to include the death lasers and the part where you try to scream and the only thing that comes out of your mouth is a dribble of a strange black fluid.
62. Write an essay describing what you did over the summer. Do not omit what you did in the London Underground, the things you saw there, the weakening barrier, the flesh between worlds.
63. Write an essay explaining the best way to break the news to someone that a family member has died due to circumstances beyond anyone's control, and certainly not because a professor accidentally turned on the tachyon collider at an inopportune time. Bonus points for including clever puns.
64. Write an essay explaining the various proofs of the existence of God, and why they are all fatally flawed.
65. Write down everything you know about Rei Kinomoto, her hobbies, her phone number, her secrets.
66. $X = X$. Solve for X. Show your work.



Seven Mysteries Candidates

Japanese high schools traditionally have seven mysteries, seven curious things about the school that stretch beyond the realm of the plausible. As Kagegami High has an excess of potential mysteries, the Student Council has asked that students vote or roll dice to help narrow down the list to the requisite seven.



11. Akiko. Seriously, what's up with her?
12. Everything. Just... everything.
13. If the flyers around campus are any indication, someone mysteriously believes that the world is flat.
14. If you look out from the top of Sakura Hall at midnight, in the distance you can see a billboard with a picture of an apple that just says "ANYWAY."
15. If you look through the window of the attic of Orchid Hall by moonlight, there seems to be a skeleton with glowing eyes looking down disapprovingly.
16. If you make a list of something on the island, the last few entries will always seem strange to outsiders.
21. If you try to climb the Ancient Mountain, you will be assailed with visions seemingly intended to tempt or frighten you away.
22. In the back of the cafeteria there is a storage room completely full of potatoes.
23. In the trophy case there's one that says "2079 All-Japan Ultrachess Championships, High School Division Champions, Kagegami High Ultrachess Club."
24. Kokkuri-san (the Japanese equivalent of a Ouija board) does not seem to work on Kage-shima at all.
25. Lady Dragon lost to Asuka at the wrestling club's last WrestleVania event. I mean COME ON REF ARE YOU BLIND?!
26. Magnets.
31. Mr. Nakatomi sometimes smokes a pipe that is not in fact a pipe.
32. Mr. Orochiyama has an extensive collection of hand-knitted scarves. No one knows why.
33. Mysteriously, the spooky portrait of Beethoven in the old music room does not appear to be in any way haunted or otherwise home to a supernatural presence.
34. Nono Mechagawa likes the taste of Red Bull. I mean seriously, who actually *likes* that stuff?
35. On Thursday nights, the Fun Complex has ¥50 hot wings, and no one is sure what creature these wings come from.
36. One of the teachers has a glass eye. If you can figure out who it is, he will give it to you, whether you want it or not. It's weird.
41. Room 3-~~4~~ doesn't seem to have any spiders in it at all.
42. The air in the left side of the assembly hall is consistently 5° warmer than on the right side.
43. The Backgammon Club supposedly has a special doubling cube whose sides will change, and is capable of continually doubling through endless powers of 2.
44. The clock in the cafeteria mysteriously seems to keep accurate time.
45. The darkness behind Miyuki's eyes.
46. The Hello Kitty plush on Miss Murakami's desk in the infirmary is holding a human heart with the words "Luv Ya! -Takeshi" on it in English.
51. The High Priestess of the Kage-no-Mikoto Shrine seems to believe that anyone wearing a fox mask is a fellow kitsune.
52. The lights in the sky over the cafeteria. Specifically, the blue ones. We know what the other colors are.
53. The Names of God are inscribed into the pyramidion of the Obelisk, and one of them is Rupert.

54. The printer in the computer lab occasionally spits out the text of what appears to be a previously unpublished Shakespeare play or sonnet.
55. The soap in the one bathroom out by the gym doesn't work. The dispenser works fine, but the soap somehow just... doesn't clean things.
56. The third light pole from the right in the quad always goes out the night before someone gets expelled.
61. The vase in the entryway of Rose Hall seems to always contain the same 6 red roses that never wilt.
62. There are no diamonds anywhere on Kageshima.
63. There is a persistent rumor that if you manage to scale the monolith, at the top there is a tunnel leading through space and time into the lair of an enlightened alchemist, or at least a weirdo in a funny hat.
64. There is a supply cabinet on campus that is full of nothing but scissors, and remains full no matter how many you remove.
65. They say if you go to the old equipment shed during a full moon, the face of H.P. Lovecraft will appear in the surface of the shed, struggling to mouth racial slurs.
66. They say that if you order a caffè latte at the Café Shadowland, the surface of it will show the face of your future lover.

Morning Announcements

Each school day begins with homeroom, during which your homeroom teacher takes roll and handles some other basic tasks, and someone will read a few announcements over the school's PA system.



111. (whispering) The Competitive Sleeping Club is on hour 45 of their yearly Sleep-a-Thon. Please try to be quiet if you go near the club rooms today, and when you sleep, try not to dream excessively so you don't make the Collective Unconscious too loud.
112. A large quantity of office supplies disappeared from several storage cabinets around the school last night. Anyone who has any information about the thieves, what they took, or the ancient god of office supplies they worship, is encouraged to contact the Student Council's Secret Police.
113. A man once said he had a dream where he was a butterfly dreaming that he was a man, and now he isn't sure if he's a butterfly or a man. In truth, he was neither, but the less said of that the better.
114. A message from the Occult Club: Per school policy unicorns are not real, but if you see one out behind the gym, please contact them immediately.
115. A number of students have complained of seeing eyes everywhere, 👁 all over the school, 👁 watching them. 👁 The administration has issued a statement 👁 to the effect that this is merely pareidolia, 👁 the phenomenon of the mind seeing a familiar pattern 👁 where none exists. You are not being watched. 👁 Well, I mean, you're being *watched*, 👁 but not by weird eyes embedded everywhere. 👁
116. A representative from the Church of Spacetrology will be in the cafeteria at lunch to explain her religion to all who are interested. If you would like a full rundown of what Spacetrology is about, be sure to bring the ¥2,500,000 registration fee, in cash.
121. A sharkicane has been spotted off the coast. We may find ourselves lucky and have it pass by Kageshima, but just in case, students will be provided with chainsaws, and Ms. Kamiya has begun the necessary preparations to summon a dolphoon to counter it.
122. A shaved ice booth will be available after school today. It's a delicious, cold treat to beat the summer heat that we're having even though it may or may not be the summer. Available flavors include strawberry, melon, cherry, blue Hawaii, black Frankfurt, and yellow.

123. An announcement from the Library Containment Club: a boat carrying a shipment of vintage encyclopedias ran aground on the south side of Kageshima early this morning. All students are advised to stay indoors until the LCC's strike teams can put down these dangerous books.
124. An announcement from the Numbers Station Club: Eight.
125. An announcement from the PSTA (Pupil-Teacher-Spider Association): DWELL
126. An imposing man in a black suit and sunglasses who claimed to be from an unnamed government agency and said he was "Mr. Mixingboard" after furtively glancing around our studio, wishes you to all know that aliens are not real, especially not that one alien named Gail.
131. An ominous black monolith has appeared in the school quad. Students are advised not to touch it unless they are not yet able to use tools. Also, we already have an ominous black monolith at this school, and our old one might get jealous of this newcomer.
132. And now a message from our sponsors. (Roll on the Sponsors table on p. 153.)
133. And now a message from the Genetically Modified Organisms Club: A rose has no teeth. Not yet. But soon.
134. And now an announcement from the Apocalyptic Death Cult Club: FIRE! FIRE WILL CONSUME YOU ALL!
135. And now an announcement from the Drama Club: Oh my gosh, can you *believe* what Manami said the other day? That was so messed up!
136. And now an announcement from the Kagegami High Comedy Club: Why did the man throw the clock out the window? Because he wanted to see time fly. [rimshot]
141. And now an announcement from the Kagegami High Comedy Club: You can tune a piano, but you can't tuna fish. (clears throat) I *said*, you can tune a piano, but you can't tuna fish!
142. And now an announcement from the Llama Club: Lammas are great! That is all.
143. And now an announcement from the Soccer Club: SOCCER! So much soccer! Hours and hours of it! People kicking soccer balls, sometimes scoring points, sometimes not! World Cup, Premiere League, Shadow Cup, Ghost League! We have soccer! We ARE soccer! Everything is soccer!
144. And now, a selection from the Shadow Sutra. (Roll on the Shadow Sutra table on p. 151.)
145. Anyone who has a school uniform that is colored with visions of the infinite cosmos, the birth and death of stars, the vastness of the universe, should return it for a standard one. We apologize for this error.
146. Article 25 of the Japanese constitution states that "All people shall have the right to maintain the minimum standards of wholesome and cultured living." As such, students are advised to not let themselves become excessively cultured.
151. Asuka Valentino wants you to know that she saw what you did last Saturday. She's not planning to tell anyone—not yet anyway—but you should know that she knows.
152. At an unspecified time today, we will be holding a fire drill. The school will provide the necessary drills, but all students are expected to contribute some fire to make it convincing.
153. By popular demand, Ms. Nakahara, the science teacher, will be holding a special lecture on human reproduction after school today. This will cover ovipositors, venomous foot spur removal, gestation, and the role of tax forms. She will also attempt to discuss various forms of contraception before the Student Council's Secret Police shut the whole thing down and arrest everyone present.
154. Chloe Mizutani, the school's head chef, has announced that this Friday several food trucks will be visiting the campus, including Let's Taco 'Bout Love, Sriracha Only, Spiderfood, and FireEaters: The Truck That Sells Actual Fire.
155. Chloe Mizutani, the school's head chef, has announced that this week the cafeteria will be serving a special menu of imaginary food. All food served on campus will be mere

- products of the imagination, freeing us from the limitations of time, space, or ingredients. She encourages students to take advantage of the opportunity to enjoy such impossible dishes as broiled dodo, star chowder, and hope ala mode.
156. Chloe Mizutani, the school's head chef, has announced the opening of a new bistro on the island. Nachtenmann will offer the cutting edge of Plegarian-Japanese fusion cuisine, with unique dishes like curry schnitzel, blood sausage ramen, and schadenfreude manju, all served under the traditional veil of total darkness.
 161. Do you have friends? How many? What are their names? Their secrets? All students should fill out Friendship Certificates by the end of the day and turn them in to the collection box outside the faculty offices.
 162. Due to a temporal distortion, American horror writer H.P. Lovecraft is visiting the Kagegami High campus today. However, as he is extremely racist and finds the sight of non-Caucasian people highly unsettling, students are advised to keep their distance.
 163. During lunch today the Student Council is offering free phrenology exams. They have assured me that this time they're legitimate and, unlike the last 17 times, are not an attempt to weed out the less intelligent Kagegami High students.
 164. Flu season is approaching, and the nurse will be administering flu shots to students at no additional charge. If you would like a flu shot, simply be slow and distracted, and let one of her shots hit you in a hallway.
 165. For health reasons, the following types of fruit are no longer allowed on campus: Apples, tomatoes, starfruit, voidfruit, passion fruit, apathy fruit, and lead.
 166. Guest lecturer Gene Ray will be holding a special seminar to explain the time cube and the Belly-Button Logic© lies that you have been taught. Because in his view each day is actually four days, his lecture will actually be held next Thursday.
 211. I can see you, you know. I can see you looking around, wondering if I'm talking about you in particular. Yes, I am, and I want you to know that it's going to be all right. That thing that happened yesterday by the equipment shed, it's going to be fine.
 212. If any of you have seen a girl on a scooter in your dreams, know that this is most likely just your classmate Azusa Hirose, especially if you've ordered anything from gondwana.co.jp recently. If you see a girl on a skateboard in your dreams, you should do everything in your power to wake up as soon as possible. I cannot say more.
 213. If anyone knows where Ayase Fujikawa is, please let us know. We believe she may be cowering in a cardboard box labeled "Ayase's House."
 214. If anyone sees a disembodied hand crawling around near the dormitories, her name is Mika and please tell her that she's been missing a lot of class lately.
 215. In response to persistent queries about the matter, science teacher Ms. Nakahara wants you to know that science does not know what exactly stars are, and anyone who claims to know is likely an agent of either the Illuminati or the Cult of Ra.
 216. It has been brought to our attention that some students have been heeding the call of the jellyfish. We wish to remind you that although their world is beautiful, if you go too far you may not be able to return to the human world and the things and people you care about.
 221. It has come to our attention a time traveler's consciousness has entered the body of one of our students, and they cannot leave her until she completes some obscure task. To the time traveler among us: we are watching you. Leave the cake alone. This is your only warning.
 222. It has come to our attention that approximately 32% of the new Kagegami High uniforms this year were from a manufacturer that used a gray dye tainted with a potent hallucinogen. There isn't really anything we can do about it, but we figured we might as well let you know.

223. Just a friendly reminder from the Student Council's Secret Police: If you're here to investigate the disappearance of a loved one, we reserve the right to sacrifice you to ensure a bountiful harvest of honey.
224. Just a reminder, midterms are coming up. At some point. This school has midterms. There are also finals. We sometimes do quarter-terms, and Mrs. Satorijima occasionally makes students take pre-terms.
225. Kagami Qaphsiel has announced that she is now recruiting new members for her world domination secret society, A.N.G.E.L. It's one of the smaller such organizations, but she assures us that that means you can get in on the ground floor of this exciting venture.
226. Koboshi Ayanami has asked that anyone who has seen her favorite hairbrush let her know. If case you weren't aware, Koboshi experienced a strange growth spurt shortly after arriving on Kageshima, and is now 6 meters tall. The hairbrush she uses is thus a little under one meter long, so it's kind of weird that no one's noticed it yet.
231. Last night a group of hooligans defaced the statue of our beloved principal in front of the school. Civic-minded students who wish to help with cleaning are invited to join us after school. Bring cleaning supplies, dark robes, and snacks. Students who wish to volunteer to help with the statue's many eyes should also bring blindfolds.
232. Later today the Japanese Emperor will be visiting the school. When this happens, a tone will sound, and all students are to prostrate themselves with their eyes closed until further notice. Anyone found to believe that the Emperor has not visited, is not divine, does not exist, or is secretly leading a conspiracy to rebuild the Japanese Empire and has come to this island to conduct an occult ritual for that purpose, will be severely punished.
233. Michiko Haraguchi, the proprietor and barista of the Café Shadowland, is hoping that someone will try her new ultracaffe coffee beverage. Please do not let the fact that her previous hypercaffe coffee beverage caused Mako Fujisawa to grow a third eye that weeps a strange coffee-brown liquid deter you from trying this new innovation in espresso technology.
234. Miss Andou wants you all to know that Wi-Fi does not cause adverse health effects, and all cases of Wi-Fi sensitivity have been shown to be psychosomatic. That is because Wi-Fi is not real, and our computers are connected through a very elaborate form of semaphore.
235. Miss Andou, the computer teacher, asks that all students change their passwords within the next week for security reasons. Passwords should contain at least one number, one punctuation mark, and one dark secret you can't bear to let anyone know.
236. Miss Haruhara, the groundskeeper, asks that students do not attempt to pick the red flowers. This is for your own safety. When pressed for more information she just shook her head.
241. Miss Haruhara, the groundskeeper, invites students to try the blackberries that are now sprouting all over the island. If you try them and don't experience any adverse symptoms, please let her know.
242. Miss Mechajima, our home economics teacher, will be holding a special demonstration of how to make Swiss roll cakes. Students who wish to follow along should bring sugar, flour, 18-gauge copper wire, and transmission fluid.
243. Miss Otojima will be hosting a special exhibition of Plegarian scream-singing today after school. Please stop by the assembly hall if for some reason you're willing to subject yourself to what until recently was a rightfully extinct art form.
244. Miss Satorijima, our history professor, asks that students stop turning historical figures into cute girls. However much you enjoy moé anime, it's frankly becoming a hassle to care for these disoriented individuals.

245. Miss Yamanaka, the art teacher, invites all students to take part in a guerilla art project to be held at the Kagedaiji Temple at midnight tonight. The Student Council's Secret Police invite all students to whisper the names of any classmates who seem like they're thinking of participating into the nearest pencil case.
246. Miss Yamanaka, the art teacher, will be holding an origami workshop after school today. Students can learn to fold an origami crane, frog, knife, or blood sacrifice.
251. Momoko Akiyama wants everyone to know that her new disease is just a particular strain of influenza, and not something you need to worry too strenuously about catching. The crow that watches me while I made these announcements appears to feel differently however.
252. Mr. Tanaka would like to remind you that it is a rule of grammar in the Japanese language that a sentence should not have the particle "wo" (を) in it twice. And... that's it? He really wants to be the most boring teacher ever I guess.
253. Mrs. Jones will be offering a special intensive English language study session for students who wish to prepare for the TOEFL test. Worksheets and machetes will be provided, but students should bring their own wetsuits and scuba gear.
254. Mrs. Jones, our English teacher, has announced that students who fail to use the Oxford comma will be subject to the Curse of Nathaniel.
255. Mrs. Satorijima, our Secret History teacher, will be offering a special lecture on the history of the Empire of Mu after school today. Students are encouraged to attend, but as the history of Mu is forbidden knowledge, you will be required to wear the usual knowledge isolation helmets.
256. Ms. Kamiya, the high priestess of Kage-no-Mikoto, wishes to remind you that the rituals and spells depicted in the Harry Potter novels and films are actually really lame, and no self-respecting magician would stoop to using such twee magic.
261. Ms. Kamiya, the high priestess of the Kage-no-Mikoto Shrine, wants you to know that heaven is not what you think it is. No, it's something much, much stranger. She has a piece of it, which she keeps on a pendant around her neck. She'd show you, if she thought your human mind could handle it.
262. Ms. Nakahara, our science teacher, wishes to remind the school that rumpology is not a thing, and anyone who claims to want to feel your butt for scientific reasons is most likely lying.
263. Ms. Nakahara, the science teacher, is asking students to help her locate and return the spherical, frictionless cow she brought to school for demonstration purposes.
264. Ms. Nakahara, the science teacher, wants you all to know that god does in fact play dice with the universe. Everything you know and love, everything you are ignorant of and hate, everything is rooted in randomness.
265. Ms. Valentine, the school's current librarian, has announced that she is hoping to recruit new members of the Library Containment Club. If you love reading and are handy with an automatic pistol and/or other weaponry, stop by the library to find out more.
266. Natsumi Otonashi, host of the reasonably popular "Natsu-me and You" podcast, will be doing a live show this Saturday afternoon. If you'd like to attend, tickets are available in the student store. Natsumi encourages you to bring any questions you might have for her guest, the two-headed American actress Scarilla Jovohansson, and also to wear heavy boots if you'd like to step on Natsumi's rabbit ears, something she enjoys for some reason.
311. Nature has been canceled until further notice. For more information, please repeat this announcement in your head.
312. Next week we will be having visitors from Nachtengarten, our sister school in the European nation of Valkenbal. You know, the one that's north of Frint and east of Plergary. Anyway. The visitors will be learning all about our culture by standing around the Monolith and ominously chanting.

313. One of the mysterious hooded figures that we see around the school from time to time handed me something to read with the morning announcements, but it looks like it's just an ingredient list for something like instant ramen?
314. Over the past day, an estimated 700 tons of used coffee pods have washed up on the shore of Kageshima. This is an ecological disaster that has damaged the coral and tide pools around the island, and resulted in some unusually energetic fish. All students are asked to assist in the cleanup effort. Also, Michiko Haraguchi, the proprietor and barista of the Café Shadowland, wants you to know that coffee pods produce inferior coffee, and she and her hatchet will be paying a visit to anyone on campus who uses them.
315. Please stop throwing fish at the mermaid in that one hallway with the water. She is a vegetarian, and there is the possibility that this is racist.
316. Professor Tanaka wishes to remind students that they must never enter the men's restroom. Even male professors and guests do not use that room due to the terrible curse on it. And no, he does not wish to discuss the nature of the arrangements he has made in lieu of having a proper bathroom to use on campus.
321. Remember that thing we talked about yesterday? No, the other one. Yeah, that's it. Well, nothing has changed about it. Nothing at all, not even things that you'd obviously assume would change. It's like it's frozen in time or something.
322. Satsuki Kujo, the violent delinquent with a heart of gold, has issued a challenge. Anyone who wants to cause trouble for Emi Ogawa or her many animal friends should meet Satsuki behind the gym to settle things once and for all.
323. Sayaka Von Folger of the Secret Free Energy Club has informed us that the massive pillar of bluish-green light that illuminated much of the island as bright as daylight last night is nothing to worry about, and in fact will have many benefits to mankind once she works out the heat exhaust issues.
324. Several students have asked about the meaning of the universe. We will reluctantly reveal the truth to you now. (Roll on the Hidden Meanings Table on p. 156.)
325. Several students have asked questions about "boys." The school nurse wants you to know that boys are the larval stage of men. While men are harmless, boys still have the venomous foot spurs, catlike night vision, bat-like wings, and tasteless clothes, and should be avoided. If you see a boy, avoid sudden movements, and call an adult for help. It may not be too late.
326. Several students have expressed alarm at the fact that every calendar and other date-measuring device on campus shows the year 2016. The Student Council is investigating this phenomenon and will have more news soon. In the meantime, the Student Council's Secret Police have formed anti-clown patrols to keep everyone safe.
331. Several students have reported finding searches for "the melting point of spiders" in the browser histories of school computers. Please be aware that, owing to the school's alliance with the giant spiders, the hateful centipedes are not allowed to enter the school or use any school equipment. If you see a centipede, please contact an adult immediately.
332. Several students have reported seeing a faceless Christ-like figure floating in the sky above the Chapel of St. Elmo. The Student Council has released a statement saying that this appears to be part of the filming of a surrealist movie, and is not in any way an omen you need concern yourself with.
333. Several students have reported seeing a great tree made of bone that sprouted up in the school's gardens. The Genetically Modified Organisms Club has denied any responsibility, so the Student Council has asked that whoever is practicing whatever necromantic arts that created this abomination form a club and request a garden plot like the rest of us.
334. Shadow Video, a video rental store, just opened for business near the quad. We have no opinion on whether or not you should go there, but we do know that they have only two types of VHS tapes available. One half of the store is tapes of 1986's *Howard the Duck*, and the other half is VHS cases that contain soft, fresh earth and wriggling insects. The

Student Council's Secret Police said they are hoping that the store will mysteriously vanish by lunch time. The proprietor merely stared at us with his glassy, blank eyes and moaned, "No one laughs at a master of Quack Fu."

335. Some students have asked why the school's soccer team has received such a large portion of the budget allocated for clubs, especially at a time when the Library Containment Club has to buy a lot of ammunition. This is because sports give meaning to the lives of small, pathetic people who would otherwise vent their dark urges into something legitimately harmful.
336. Someone left a suitcase full of whimsical delights in the cafeteria yesterday. If it is yours and you would like to claim it, please come to the faculty office and be prepared to name at least three of the memories contained in milk bottles that are in the case.
341. Sue MacDonald, the American exchange student from the great state of Plaxicachussets, wants you all to know how lucky you are to have been born in the golden land that is Japan, birthplace of anime, manga, and instant ramen. She also wrote a bunch of stuff about the new *Final Fantasy* game, but we don't have all day.
342. The Alchemy Club wishes to remind you that all that glitters is not gold. Something has eaten most of the gold on the island, and they are doing their best to stop it.
343. The Apocalyptic Death Cult Club wants to remind you that just because their last 37 predictions of impending Armageddon didn't come true doesn't mean the world won't end next Thursday.
344. The Apocalyptic Death Cult Club wants you to know that just because we're still here doesn't mean the world didn't end on December 21, 2012.
345. The Astronomy Club invites you to join their annual Moon-Hating Party. Help us insult the foul white orb that stains the night sky, and avenge the insult that the moon god Tsukuyomi perpetrated on us. Snacks will be provided.
346. The Backgammon Club will be holding a normal backgammon tournament this Friday. If you would like to participate, sign-ups are being held at their club room today. Members of the Murder Backgammon Society are emphatically not welcome.
351. The biology department wants to remind you that evolution is a matter of scientific fact, proven again and again. In fact, it's being proven right now. You are evolving. Your genes are changing as I speak. Slow down, before you become something other than human, please.
352. The Café Shadowland will now be offering new coffee sizes. In addition to the current 110 ml lungo and 40 ml espresso, the café will now offer the 25 ml ristretto, the 10 ml piccolo, and the acido, in which the barista puts a drop of super-concentrated espresso into each of your eyes.
353. The cafeteria staff would like anyone who finds their cookbook, *To Serve Man*, to return it to the cafeteria at their earliest convenience.
354. The Chemtrails Club has denied accusations that they put gay chemtrails in the fireworks used in the display last week, but said that gay chemtrails sound like a really cool idea they'll have to look into once they finally raise enough money to buy a plane.



355. The Chemtrails Club wants you to know that the white lines in the sky are just airplane contrails consisting of nothing more than water vapor. The Illuminati Club agrees with them and adds that you have nothing at all to worry about.
356. The Club for Prosperity has announced that the Student Council are actually puppets of the global communist conspiracy, in collusion with the Freemasons, Skull and Bones, Snake and Skull, Rosicrucians, Rothschilds, Bildeberg Group, and NHK. The Student Council has announced that the Club for Prosperity has been disbanded, and will never be allowed to form again.
361. The Conspiracy Theory Club has announced that yesterday's school assembly was a false flag operation, and the people who appeared in it were actually crisis actors. The club is not terribly clear on what the objective of this alleged false flag could've been.
362. The Conspiracy Theory Club wants you to know that the United Nations is controlled by lizard people from the under-earth. This is because the Conspiracy Theory Club are a bunch of amateurs and know nothing of the reptiloids of the 8th dimension.
363. The Conspiracy Theory Club wishes to remind you that we are all complicit in capitalism, that we all participate in the atrocity that is money. And since this is unavoidable, you should come to their bake sale this afternoon.
364. The Cosmetology Club has announced that they will not be offering any haircuts or other beautification services, adding only, "You know what you did." If you are the person they are referring to, please report to the Student Council's Secret Police to be apprehended and undergo an appropriate penance so everyone can go back to having proper hairdos. Seriously, I've got split ends and I can't deal with this right now.
365. The Cosmetology Club has announced that your hair looks terrible that way and you should change it back.
366. The feminist neo-punk skawave deathdub band Vagenda of Manocide will be playing a special concert in the quad this evening starting at 6 p.m. Male faculty will be hiding in a secret bunker, far beyond your reach.
411. The Fight Club does not have any announcements, owing to their First Rule.
412. The following statement was found slipped under our door this morning: "**snek is frend. pwease no step snek. snek not scary. snek not bite. give snek mouse.**" And then there's sort of a drawing of what I guess is meant to be a friendly snake? But like, whoever drew it didn't have any limbs.
413. The Freemasonry Club has announced that they are now offering merchandise of Bafotan, the cute girl version of Baphomet that they worship. This includes the usual figures, mugs, T-shirts, body pillows, and ritual knives. All proceeds benefit the Freemasonry Club's efforts to peddle influence and dominate the world.
414. The Future Menacing Government Agents club is now actively seeking new members. If you are a suitable candidate you will wake up with a bag over your head and no memory of how you got there.
415. The Gaming Club will be holding a special European board game night, where everyone is welcome to come and try out classic European board games like Ticket to Fiscal Policy, Settlers of Satan, and Carcass Zone.
416. The garden has produced nice crops of blood oranges and bile lemons, and these are now available for all students in the quad. The phlegm grapefruit didn't pan out, but no one likes those anyway.
421. The Genetically Modified Organisms Club is looking for a student who has forty-six & 2 chromosome pairs in the hopes of cloning them and creating a new race of superhumans. The Student Council's Secret Police are looking for a student who has forty-six & 2 chromosome pairs in the hopes of marking them as an abomination and expelling them from the island.

422. The Genetically Modified Organisms Club requests that whoever is making crop circles please stop. It's getting in the way of their project to breed a strain of lotus roots that can control the minds of the common people.
423. The Genetically Modified Organisms Club will be giving out free genetically modified corn today at lunch. I'm told that it's delicious as long as you can stand the screaming. Oh no, the screaming, the screaming that never stops. You digest the corn, but somehow it keeps screaming, like the screams soaked into your own DNA and now you'll never be free of them.
424. The Goat-Staring Club asks that anyone who's seen their missing goat please let them know. His name is Tommy.
425. The groundskeeper has asked that whoever has been carving strange idols in the middle of the night and leaving them on the steps of the first-year classrooms building to please stop. If you need to perform eldritch rituals in order to practice your ancient, forbidden religion, the school can accommodate you with more appropriate facilities.
426. The groundskeeper has asked that whoever has been mutilating her cattle to please stop. The cows are getting suspicious.
431. The History Club is holding an open seminar after school tomorrow to show new evidence that supports the theory of ancient astronauts who helped mankind reach some of their most important achievements. See how Parthenon, the Roman Colosseum, the Eiffel Tower, and the Sydney Opera House, and all the other major achievements of Western culture were impossible to build with the human technologies of the time, and therefore must have involved extraterrestrial intervention. Erich von Däniken will be watching from outside a window and sputtering so that this gag has some chance of making sense.
432. The History Club would like to remind you that history is a highly complex tapestry of events, and is never simple, so going back in time to kill Hitler would undoubtedly have unforeseen consequences.
433. The Illuminati Club has announced that they have successfully replaced Prime Minister Shinzo Abe with a body double. Anyone who wishes to see the real Prime Minister is welcome to visit the Illuminati Club's World Leader Petting Zoo after school today.
434. The Illuminati Club is offering special pyramid forehead stickers. All students are strongly encouraged to wear one, and the club assures us that they definitely aren't some kind of sinister mind control mechanism.
435. The Internet Ghost Investigation Club reminds you to NOT visit www.reaperscroll.co.jp. This dangerous site lets you place a curse on someone you hate, but it will have a terrible cost for you. Definitely stay away from www.reaperscroll.co.jp. www.reaperscroll.co.jp is *not* a site you should be visiting.
436. The Kagegami High Troubleshooting Protagonists Club asks that anyone with information about Mariko's missing pet hedgehog please come see them after school.
441. The Kagegami High Chant of Allegiance is optional. Although we encourage all students to participate, it is your legal right to opt out. Students who do recite the Chant are advised to point at non-participating students and shout "INTERLOPER!"
442. The Library Containment Club has announced that there was a major breach in the library wall late last night. If you see a loose book, alert the nearest LCC member immediately, and they will take the book down. Do not attempt to fight a book yourself, unless you are properly armed with book-piercing bullets.
443. The library will be closed until next week due to construction. Specifically, we will be constructing a barricade to keep dangerous books from escaping.
444. The Masonry Club has announced that they had nothing at all to do with the assassination of American president John F. Kennedy in 1963. However, they have refused to comment on the assassination of James A. Garfield. Make of that what you will.

445. The much-hated Spoilers Club wants you to know that in next week's *Game of Thrones* the following characters will die: Arya Stark, Jaime Lannister, Thorin Oakenshield, Neville Longbottom, Jeffrey "The Dude" Lebowski, and Akiko Kimura from Class 1-B. George R.R. Martin must be stopped.
446. The Murder Backgammon Society is hoping to recruit new members to play this exciting and deadly game, invented by Emperor Nero himself, which until recently was lost to history. If you wish to join, bring a signed waiver to their club room at your earliest convenience.
451. The mysterious giantess who haunts your dreams asked us to tell you, "The owls are not what they seem."
452. The Nakatomi Corporation will be doing fracking on the island for the next two weeks to extract precious natural resources. A representative from Nakatomi has advised us that this is completely safe, and you should not be alarmed by any earthquakes. Also, the drinking water should still be safe, even if it becomes flammable.
453. The noted British actor Flapjack Nickelsack will be signing autographs in the cafeteria at lunch. We're not entirely sure how or why he's here, but we figure we might as well get the most out of it.
454. The Numbers Station Club has the following announcement: Yankee Hotel Foxtrot Yankee Hotel Foxtrot Yankee Hotel Foxtrot Yankee Hotel Foxtrot Yankee Hotel Foxtrot Yankee Hotel Foxtrot Yankee Hotel Foxtrot Yankee Hotel Foxtrot Yankee Hotel Foxtrot Yankee Hotel Foxtrot 849432 0395783201 4945382 JFE939JK093. For more information, listen to this announcement again backwards.
455. The Occult Club will be holding an ectoplasm donation drive after school today, to benefit local ghosts. If you have any ectoplasm you can spare, please give generously.
456. The Popular Girls Club want to remind you that you are fat. Fat. Faaat. You are such a porkstar fat fat fatty. Their announcement goes on like that for a while, but we're short on time.
461. The Popular Girls Club would like you to know that they discovered someone's fanfiction and drawings about a sexy woman with Doraemon's head in place of her human head. They will be revealing who this belongs to at 5 p.m. today if their demands are not met.
462. The previous announcement was a lie. Everything said is the precise opposite of the truth.
463. The Psychic Club will be holding a meeting at some point in time and space. If you qualify, you already know when and where to go.
464. The Pupil-Teacher-Spider Association is holding a flesh drive tomorrow evening. Bring any spare flesh you might have on hand to appease the giant spiders.
465. The school nurse wants to remind you that she hasn't seen much blood this year, and invites you to try scraping your knee, getting into fights, or falling from significant but non-fatal heights. Let the crimson nectar flow.
466. The sky will be having a temporary outage this afternoon for repairs. Students are advised to avoid looking at the sky unless they feel equipped to view the massive, unblinking eye of the Great Architect.
511. The Soccer Club will be holding tryouts tomorrow after school. After last month's devastating defeat, the club is looking to replace the goalkeeper, two of the midfielders, and the Pitch Sorceress.
512. The staff of the Fun Complex asks that whoever got on the horse ride and rode it off into the sunset please bring it back by the end of the day, as it is surprisingly popular and an important source of revenue, and also the horse gets testy if it's away for too long.
513. The Student Council has announced that anyone who looks too closely into the series of murders that happened at this school some 15 years ago will likely meet a gruesome end.
514. The Student Council has announced that students should not venture to the Ancient Mountain tonight. Well, even more so than usual.

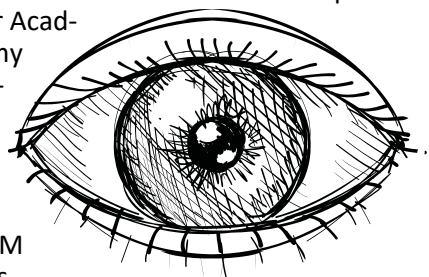
515. The Student Council has asked that the Yoga Club and the Pilates Club cease their blood feud. While they recognize the longstanding grudge between these two fitness systems, the council feels that the school is not the place for it. If you must continue to fight, the school will provide a tournament so that we can all watch.
516. The Student Council invites everyone to vote in the student council elections next week. Your votes will not actually affect who gets to serve on the Student Council, as that is always determined by the stone idol by the old equipment shed, but students are encouraged to participate in the democratic process nonetheless.
521. The Student Council is currently debating whether to fluoridate the tap water in the school. At least we are led to assume that they are debating it because of the occasional earthquakes and the tanker of fluoride that arrived at port yesterday. If you have an opinion on fluoridation, say it into your cell phone (it doesn't even have to be on) and the Student Council's Secret Police will pay you a visit and make you drink a glass of perfectly ordinary water.
522. The Student Council wants you to know that they are aware of the giraffe, gorilla, capybara, and unicorn that are hanging out in the bathhouse, and they are working on getting them out as soon as possible.
523. The Student Council wants you to know that they are definitely not planning to activate a dangerous portal into a realm of pure chaos underneath the school, and the opening of such a portal definitely didn't deposit Kageshima on this planet 108 years ago.
524. The Student Council wishes to inform you that time travel is no longer allowed on campus, as the laws of physics do not permit such nonsense.
525. The Student Council wishes to remind students that wearing two ties is not and never will be a part of the authorized Kagegami High school uniform. That timeline has been rightfully erased.
526. The Student Council wishes to remind you that tengu are not real. If you encounter a tengu, shout "You are not real!" and run away, covering your eyes and ears.
531. The Student Council wishes to remind students that although heckling opposing teams at sporting events is allowed and even encouraged, placing curses on them is not.
532. The Student Council would like to remind you that the new music room is off limits. Do not attempt to enter the new music room. Do not look at the new music room. Do not think about the new music room. Do not attempt to interact with any shadowy figures you see in the vicinity of the new music room.
533. The Student Council would like to remind you that your lives are a succession of random events that only have as much meaning as you are able to invent.
534. The Student Council's Secret Police are asking for anyone who has information about the whereabouts of the Kagegami High Troubleshooting Protagonist Club to come forward. They've assured us that they will give the KHTPC blankets and hot tea, and just ask a few questions, no big deal. Relax.
535. The Student Council's Secret Police ask that you stop breaking the fourth wall. Frankly it's getting pretty badly banged up, and besides, this is an RPG so it's not really a thing the way it would be with a movie or a play anyway. Anyone found breaking the fifth wall will be severely punished. Anyone who discovers the sixth wall will never be heard from again.
536. The Student Council's Secret Police have announced that the band of astronaut robbers who stole a large amount of cash and other valuables from the student store have since



- launched into space, and are beyond their reach. “We have to admit,” said the Secret Police representative I spoke to, “it was the perfect crime.”
541. The Student Council’s Secret Police have asked to be notified if you see a dolphin hanging out in a rain puddle. Specifically, the one holding a red umbrella. The one with the Bluetooth headphones is fine.
 542. The Student Council’s Secret Police want to remind you that the televisions in your dorm rooms cannot be turned off. This is by design, and you should not attempt to unplug them or destroy them, or look for the cameras they have concealed somewhere secret.
 543. The Student Council’s Secret Police wish to remind you that ghosts are not real, especially not stupid ghosts who eat pudding without asking. Anyone found guilty of ghosting will be severely punished.
 544. The Student Council’s Secret Police wish to remind you that imaginary numbers are not permitted on campus. There is a 24-hour grace period, during which you can turn your imaginary numbers in at the collection box located outside the cafeteria.
 545. The Student Council’s Secret Police asks that all students refrain from talking about them. “We’re supposed to be, you know, a *secret*,” said one member from behind her porcelain fox mask, “so don’t go telling people, okay?”
 546. The Swimming Club is having a fundraiser to prepare for a tournament to be held at our school next month. Please consider donating some water. Donations can be poured into the mouth of the nearest swimming club member.
 551. The Tennis Club will no longer be providing Love. Please bring your own.
 552. The Truth Club has announced that the world is broken and that mankind is slipping ever further away from the ability to perceive reality, and is doing so by choice, if not always consciously. Wow, that’s depressing even for them.
 553. The Truth Club wants you to know that a handful of you are under the control of actual human beings. The rest are mere NPCs that exist to amuse them.
 554. The Truth Club will be showing American President Barack Obama’s real birth certificate in a special presentation after school today. Students who understand the lost runic language of Atlantis are encouraged to attend in order to help decipher this document.
 555. The Vice-Principal would like to remind students that owning an up to date smartphone is mandatory. It’s a great way for you to keep in touch with friends, and the surveillance features allow the school and government to watch you at all times to ensure your safety. The student store is now offering the iPhone X and iPhone X Plus, which have a faster processor, larger screens, and are much less likely to fill up with human blood than the old iPhone W.
 556. The volunteers who maintain the Chapel of St. Elmo want you to know that the chapel was not the source of the cross-shaped explosion of light that burst forth from the southern region of the island last night, and it definitely wasn’t a sign of the impending Fall of Man.
 561. The World Nerd Council has issued a resolution condemning you for playing a role-playing game that isn’t *Dungeons & Dragons*. However, the WNC has no authority over Kagegami High, so I wouldn’t worry about it if I were you. The Akiba League’s stance on your poor attitude towards catgirls is another matter however.
 562. The Wrestling Club will be holding a Kraken Restraining Party next Tuesday. All are welcome to attend, with the important exception of Liam Neeson.
 563. There has been an outbreak of fire among the student body. If you have fire or think you might, tell anyone you’ve had intimate contact with, and apply cold water until the burning sensation goes away.
 564. There is a car illegally parked on the quad, specifically an Aston Martin AM-RB 001 supercar valued at \$3 million with a sparkly pink paint job, which we believe Kanako Ninomiya transformed into. If anyone knows how to turn her back or at least start the engine and drive her off the quad, please do so at your earliest convenience.

565. There is currently a 4-meter-tall domestic cat with snow-white fur and wise yellow eyes, wearing pince-nez glasses and a small top hat at a jaunty angle, sitting in the quad. His tag gives his name as “Tiddles.” We ask that the owner of Tiddles please go feed him and clean his enormous litter box.
566. There will now be a moment of silence for the spiders.
611. This afternoon after school the smooth jazz will play. You have been warned. It’s not too late to escape.
612. This evening the black helicopters that normally hover overhead watching us all will be down for maintenance for approximately 3 hours. Please do not panic or attempt anything subversive.
613. This Friday the school will be holding an organ donation drive. If you have any organs you wish to donate, whisper the name of the organs into the nearest drinking fountain and they will be removed while you sleep.
614. This is your periodic reminder that Article 9 of the Japanese constitution forbids us to have a military, and further stipulates that the right of belligerence of the state will not be recognized. So stop trying to get the state to be belligerent.
615. This is your periodic reminder that matter is actually energy at a slow vibration, we are all one consciousness experiencing itself, death is not real, life is merely a dream, and we are the imagination of ourselves. Also it will be partly cloudy today.
616. This island is currently experiencing an infestation of giant centipedes. The giant spiders of the PTSA (Pupil-Teacher-Spider Association) have asked that everyone lend a hand to fight their hated enemies wherever they may appear.
621. This Saturday in the quad the school will be holding a career fair. Come to meet representatives from the more than 800 subsidiaries of the Kagetomo Zaibatsu that also owns the school, as well as a variety of shadowy government agencies. Be sure to bring a resume and samples of various bodily fluids.
622. This Saturday the Anime Club is holding a special showing of moé anime, featuring *Fuwafuwa Girls*, *Moé Kawaii Desu Uguu*, *Fist of the North Star*, and of course the usual blood sacrifice.
623. This SUNDAY SUNDAY SUNDAY the Wrestling Club will be having ReVengeance! Tigress Mask turned on La Ninja, and now La Ninja is out for PAYBACK! Don’t miss it!
624. This week Thursday has been canceled, and Wednesday is looking concerned.
625. To celebrate element 113 being named nihonium after the glorious nation of Japan, the Alchemy Club is collecting materials to synthesize this element, even though its most stable isotope has a half-life of 20 seconds. The club asks that anyone who wishes to help please bring any cinnabar, arsenic, polonium, or copernicium they might have to spare.
626. Today after school the Cyberczar Technobama will be visiting from the 32nd Century to give an oddly inspiring speech about the coming Bionic Purge. If you see him first hand, be sure to say “Thanks, Technobama” if you do not wish to experience his charming eye lasers first-hand.
631. Today after school will be the Kagegami High flea market. Standard fleas cost ¥500 each. Anyone caught taking fleas without paying will be severely punished.
632. Today at lunch there will be a cart offering earth, air, fire, and water flavored ice cream. Don’t miss your chance to try this delicious treat. If you’re able to try all four flavors, the alchemical process inside your body will cause you to achieve enlightenment or something.
633. Today during 3rd period there will be a school-wide assembly about nothing. No teachers will be present, and there will be silence for the hour apart from the occasional cough or shuffling.
634. Today during lunch there will be a mysterious woman in a flowing white dress sitting on a chair in the quad and silently staring. If you would like to be brought to tears by her soulful eyes, we invite you to sit in the chair across from her.

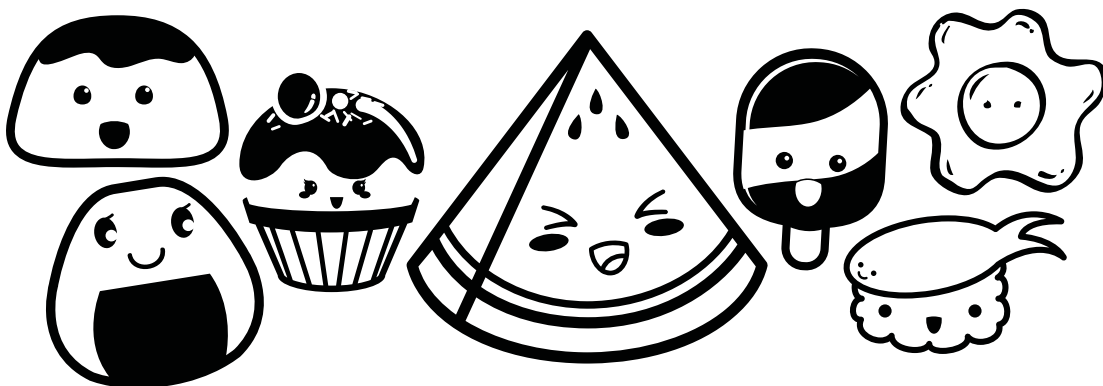
635. Today during lunch, Haruko will be placed in the Shame Cube in the quad. All students are encouraged to observe and mock her.
636. Today during school Commodore Perry will be paying a visit. This American naval officer who played a major role in opening Japan to the West in 1854 has become obsessed with opening things, and will be opening absolutely anything he can.
641. Today the Student Council announced that because the Student Council's Secret Police have been doing such a good job, Agendas 18 through 20 are complete, and they will begin implanting Agenda 21. The Conspiracy Theory club has declared Agenda 21 to be a threat to our freedom and advised everyone to put on tin foil hats to stop the nefarious mind control lasers, and the mere fact that Agenda 21 is actually a non-binding resolution to explore the possibility of holding an ice cream social has not deterred them.
642. Today we are welcoming visitors from America, specifically from our sister school of Nixon Academy in the great state of South Dakotifornia. They will be touring the school, loudly commenting in English, and making furtive glances at our school's secret places.
643. Today we will be having some visitors from Occultar Academy. However, since students from Occultar Academy (as depicted in the Fate Accelerated based role-playing game *The Breakfast Cult*) practice dangerous occult science, students are asked to refrain from acknowledging our visitors and their pun-based names and uncanny hairstyles.
644. Today's weather report calls for a 60% chance of FM radio, so be sure to bring those RF-blocking ponchos.
645. Tomorrow our school's soccer team will be playing against the visiting team from Kouma High. No one here has ever heard of Kouma High before, and there is no evidence of it having ever existed, but they claim to have had a longstanding friendly rivalry with our own school, and we decided to humor them.
646. Tonight at 11:59 p.m. and 59 seconds there will be a leap second to adjust for irregularities in the earth's rotation. All students will be expected to jump in unison at that time.
651. Tonight there will be a special screening of the Akira Kurosawa classic *Rashomon*. Students are advised to bring a friend and hold hands to avoid slipping into separate parallel universes.
652. Tonight will be a full moon. Students are reminded to take appropriate precautions, including silver bullets, plastic wrap, and an ample supply of freshly grated gruyere cheese.
653. Tonight, Konata Ishikoro is throwing a party. She does this virtually every night because she's some kind of party-obsessed weirdo, but we had an extra slot left in the morning announcements, so we thought we'd let you know.
654. Unfortunately, the school's plans to provide each student with a tablet had to be scrapped due to a flaw in the tablets they ordered. Specifically, the tablets are made of clay, do not accept input other than cuneiform writing, and tend to scream when it rains. As if that weren't enough, they're still running Android Jelly Bean. I mean what the hell.
655. We are pleased to announce that we are launching a mascot character for Kageshima, Kage-chan, which looks like a smiling raven with blood pouring from its eyes. Kage-chan will be appearing at future events, and Kage-chan merchandise will be available in the student store. Shipments of Kage-chan merchandise will continue arriving at the port every day for the next six weeks.
656. We live in the un-time of the imagination. We live in the frozen time of the printed word. We live in the lightspeed cacophony of the internet. We live in the moments between, in divergences created with clattering dice. Just thought you'd want to know.
661. Wearing scary masks is no longer allowed in classrooms. However, wearing scary masks is still required in the old music room. Students attending classes in the old music room



are advised to attempt to achieve a quantum state of wearing and not wearing their masks.

662. Welcome to Kagegami High. We hope you enjoy your stay here, almost as much as we hope Kagegami High does.
663. Whoever covered my microphone with whipped cream, please do not do it again. The strawberry on top was nice though. Maybe you could bring me strawberries once in a while?
664. Will the owner of a blue 2014 Toyota Prius please move your car? It is disturbing the crows with its excellent gas mileage and uncanny braking system, and also, we would like to know how you got it here.
665. Will the owner of the enormous human skeleton on the quad please remove it at your earliest convenience? Thank you. Oh wait, it got up and left on its own. Never mind.
666. You are being watched, curiously, intently, lazily, lustily. You can feel the eyes on you, the alien eyes from another reality, the eyes that belong to those for whom your existence is an ideal beyond reach, but never out of mind. There's something disgusting about them, something disturbing.

Cafeteria Offerings



11. A bento in the shape of Kage-no-Mikoto. Do not look upon it, lest his visage warp your mind.
12. A selection of root vegetables in amusing shapes.
13. A shiny apple, oddly large, of a deep, enticing red color. There is also a snake that very much would like you to eat that apple.
14. A single slice of bread.
15. A small pile of ash. You will have to share.
16. A special chara-ben, a bento with the rice, seaweed, and other ingredients carefully crafted to look like you. Eat it, eat yourself, before someone else eats it and takes your power.
21. A special Foonian menu—Foon being a magical land accessed through a magical portal near a Yoshinoya in Gunma—with fried fox face, spiced potatoes, rooster's feet, and rainbow bowls.
22. A special French offering of butter sautéed in heavy cream.
23. A special offering from Nature Box. Open the box, and see nature, in the form of soft earth that is bursting with life, rich with plants, fungi, and insects. Eat, and become one with nature.
24. A square meal, consisting of perfectly two-dimensional glowing squares in various sizes.
25. An assortment of bread rolls, including yakisoba bread, curry bread, pork cutlet bread, croquette bread, and, due to a clerical error, a bread sandwich.

31. An assortment of jellies from around the world.
32. Antipasta. Do not expose it to regular pasta.
33. Belgian waffles, served by a Flemish-speaking man who seems rather confused about how he got here.
34. British tea service, featuring Darjeeling tea, cucumber sandwiches, scones, and the blood of the innocent.
35. Cookies and milk.
36. Crunchy frog.
41. Curry rice, with curry available in mild, medium hot, spicy, extra spicy, ultra-spicy, and forbidden spicy.
42. Darkness, imprisoning me, absolute horror.
43. Deep-fried crickets.
44. Deep-fried jumbo prawns. Students are advised to bring forklifts.
45. Dragon loaf.
46. Fire.
51. Four whole fried chickens and a coke.
52. Ice cubes, dropped from a great height with an attitude of regret.
53. Kitsune ramen, kitsune udon, kitsune pizza, kitsune ice cream... Basically the head chef got possessed by a fox spirit.
54. Octopus tacos.
55. Revenge, served cold.
56. Rice. Nothing but rice. All the rice.
61. Sauerkraut
62. Soylent, in a variety of colors.
63. The legendary 27-cheese pizza. The necessary safety gear will be provided.
64. The smell of sunshine.
65. Today is Taco Tuesday. All food will be tacos. All beverages will be taco smoothies. All condiments will be especially small tacos. You have been warned.
66. We made Kyoko do kitchen duty as a punishment. The result is purple, has writhing tentacles, and for some reason never cools. She insists that it's highly nutritious.

The Shadow Sutra

The Shadow Sutra is a very rare and oddly disjointed Buddhist religious text, and the Kagedaiji temple on Kageshima is one of the few places in the world where you can obtain a copy. The passages appear in no clear order, and the prevailing theory is that you are meant to read them in whatever random order pleases you to draw out new meanings from the text.



11. "A mind truly purified and concentrated can wield supranormal powers, passing through walls, diving through the earth like water, soaring through the air. It's pretty great. But we need more. So much more."
12. "A virtuous monk," explained the Buddha, "refrains from mutilating, executing, robbery, plunder, genocide, taking what is not given, speaking falsehoods, abusive speech, fraud, & extortion. Honestly, this is basic stuff I shouldn't have to explain."
13. "As you say, lord," Ananda responded to the Buddha.
14. "Birth is a requisite condition for aging and death. Without birth, how could aging & death be discerned? They could not. There are things that know neither birth nor aging & death."
15. "Contemplatives & brahmins say we need to protect ourselves from asuras. If only they knew. Asuras are but the games of small children."

16. "I am now aged, old, elderly, advanced in years. I have reached 80 years old, and have come to the final stage of life. It will fall to you to spread the dharma and do what must be done."
21. "I do not show off my powers to inspire faith. Some would believe, and some would not, but they would believe in the powers, which is kind of missing the point."
22. "Is the cosmos finite or infinite? What does it matter? The cosmos is vast and, unfortunately, it is far from empty."
23. "One who is endowed with noble virtue, with noble mindfulness & alertness, with noble contentment, can dwell with an awareness without covetousness, without ill will or anger. If you are cleansed of these things, there are forces that will have no power over you."
24. "Only trust your reason," said the Buddha. "Seriously. If you have to choose between what I say and your reason, go with your reason. I am powerful, but I have limits you do not yet understand."
25. "The Fifth Noble Truth," said the Buddha, "is simple: Pain don't hurt."
26. "There are four kinds of shadows: shadows of living things, shadows of unliving things, shadows of the consciousness, & the shadows that other realms cast into this realm."
31. "There is an island born in shadow, an island cloaked in shadow, an island ruled by shadow. Shadow is not evil, shadow is not good. Shadow is not for or against dharma. Shadow is a product of dependent origination, & it can be useful to a virtuous monk."
32. "What is a shadow?" asked the Buddha. "It is the absence of light. We will be lights in this world, which needs it more than you can imagine."
33. "When milk comes from a cow, the milk becomes curds, the curds become butter, the butter becomes ghee, & the ghee becomes ghee skimmings, the milk is not ghee, the curds are not butter, and so on. In the same way, the shadow is neither the light nor the thing that blocks the light, but they are forms of one another."
34. A man said, "If one used a razor-edged disc to turn all the living things in the world into a single heap of flesh, there would be no evil from that." The Buddha stared at him for a long time and then said, "You have problems. Why did you even think of something like that?"
35. At the Buddha's words, there was a great earthquake and the rolls of deva-drums split the air.
36. But it did not portend anything.
41. Māra the Evil One said, "May the Buddha totally unbind now, lord. Now is the time for the Buddha's total unbinding, lord. Unbinding of the Buddha should happen now, lord. Let the Buddha be unbound, lord." The Buddha said, "I think I get what you're trying to say, Māra the Evil One, but could you try a few more variations just in case?"
42. Māra the Evil One then appeared before the Buddha in the guise of a beautiful woman. The Buddha said, "Not this again. Go away."
43. One of the Buddha's disciples was pretending to be deformed. "Listen," said the Buddha, "I specifically told you something about imitating deformities. Do you remember what it was?" His disciples hung their heads in shame.
44. The brahman said, "The Buddha has explained a dharma that is admirable in the beginning, admirable in the middle, & admirable in the end, but there are things he has not explained, and that worries me." The Buddha replied, "I am *right here*."
45. The Buddha adjusted his lower robe, took up his alms bowl, and went into the city to beg for food, only to find that there was an eye looking up at him from the bowl.
46. The Buddha and Plato got into a fistfight over who had correctly ascertained the nature of reality.
51. The Buddha awoke from a dream in which he had been in repose with a massive praying mantis sitting on his chest.

52. The Buddha closed his eyes. "Grant, if you are reading this, know that everything is going to be fine." He opened his eyes. "That will mess with anyone named Grant who reads this in the distant future."
53. The Buddha drank water.
54. The Buddha jerked awake, sweating. He did not tell his disciples what he had seen in his dream, did not speak of the creatures from beyond the stars. There was nothing that anyone could do about it.
55. The Buddha let his alms bowl fall to the ground, where it shattered.
56. The Buddha let out a sigh. "Yes, I did room with that Jesus guy for a while. He's all right."
61. The Buddha looked at his disciples. "What did I tell you about clinging to impermanent things? I mean, seriously guys."
62. The Buddha sat under the shade of a tree. "Do we really have to do 36 of these things?"
63. The Buddha was struck with a disease, deadly & with intense pains, but the Buddha endured it, mindful & alert and was not struck down. Others around him were not so fortunate, and once the disease had run its course he moved on.
64. They brought forth exquisite staple & non-staple food, including a large amount of pig-delicacy. The Buddha ate all of the pig-delicacy, and would not allow anyone else to have any. There then arose in him a severe disease, with intense pains & deadly, but he endured it.
65. Those who had paid attention knew what the Buddha meant about emptiness. Those who understood the deeper meanings knew what it was that emptiness could protect them from and shuddered.
66. To the Disciple, the Buddha said, "How do you know this sutra is authentic? How do you know it is true? Do not go by reports, by legends, or traditions, or analogies. When you follow a sutra and it leads you to harm & suffering, you should abandon it. When you follow a sutra and it leads you to welfare & happiness, you should follow it."

Sponsors

11. And now a message from Dog: Dog love you! Dog play! Yaaaay! Dog! Dog! Dog!
12. And now a message from the Nippon Professional Baseball Organization: BASEBALL! BASEBALL! BASEBALL! BASEBALL is AWESOME! First base second base third base HOME RUN!!!
13. And now a word from our sponsor: *(an uncomfortably long stretch of static in which you can faintly detect what sounds like hints of panicked screaming)*
14. Books Kinokuniya is debuting a new points card. Every purchase you make will earn you points. Every purchase, every exchange, every casual word, every breath. We are watching every moment of your life, noting everything in the book of your existence. We have read that book, that record of your little triumphs and failures. You already have enough points for a free tote bag. Save up your points and there will be... something else. Something beyond your imagining.
15. Do you suffer from restless nose syndrome? Then ask your doctor about Vaxaschnoz™, a new medication that treats restless nose syndrome so *you* can get on with your life. May cause bleeding, dry mouth, wet mouth, pinkeye, liver damage, teriyaki lung, skeletal xylophoning, shadow boxing, stigmata, or death.
16. Do you want to watch a movie tonight? Is the movie you want to watch from 2007 or before? Then Blockbuster video is the place to go! Visit any of our 6 remaining locations worldwide! And be sure to pay your late fees!
21. Dress smart. Do business. Business is important, and businesslike. You may be a woman, but they cannot hold you back. You will do business. You will BE business. Business business business. This message brought to you by business.



22. Hello me, meet the real me. Okay, just kidding. It's me, your evil twin. Just wanted to let you know I'm out there, waiting for my chance. Also, you should totally buy some of the new Kit-Kat flavors. They're awesome.
23. Hey, um, this is Akiko. I had a little extra money, so I went and bought an ad because, well, I just wanted to tell you, I think you're great and I'm glad we can be classmates. That's... really all I wanted to say. So yeah. Thanks. I mean it.
24. Howling in the night, the baying of those who have lost their minds, to fear, to hate, to chemical imbalances. Beyond reason there is raw, natural emotion. Beyond reason there is pumping blood and firing neurons. Beyond reason, there is refreshment. Coca-Cola: No Reason™.
25. In 1979, Sony launched the Walkman, the world's first truly portable cassette player. In 1984 we brought forth the Discman, a portable CD player. In 1989 the Video Walkman, a portable television. Now we bring you the Runman™. Try it now. Run. Run as fast as you can. Run, before the Runman™ catches you!
26. In the summer months, the rain comes. The rain unceasing, the rain that changes the texture of the world, that fills your mouth and belly and lungs to bursting. Daiso, everything you need to make your home adorable, for only ¥100!
31. Kagegami High is brought to you by the Kurayami Spooky Mask Company. Hide your face behind the terrors of the dark today with a spooky mask from the Kurayami Spooky Mask Company!
32. Kagegami High is sponsored by Boredom™. Try it today! Just let nothing happen and stare into space, feeling a vague, dissatisfied restlessness. Neat, huh?
33. Kagegami High is sponsored by scurvy. It's not just for pirates anymore! Try it! All you have to do is not get enough vitamin C!
34. Kagekawa Shoten (影川書店) is pleased to announce the release of Haruki Murakami's new instructional guide, *Brainwashing: A Practical Guide for Children*. Learn all the basic techniques of brainwashing, brainrinsing, and braindrying, and practice the on your friends! Each copy comes with a bone saw, two brain scooping paddles, and a brain tray.
35. Legendary pop idol Utada Hikaru is back, with her new album, *Midian*, featuring the hits "Cthulhu Dawn," "Death Magick for Adepts," and "Tortured Soul Asylum"! And don't miss the special limited edition, with the bonus tracks "For Those Who Died" and "Death Comes Ripping"!
36. Running, running, gasping for breath. The sweat drips down your face. The monster never seems far away, but still you run. You thirst, but still you run, because running is all that's left to you. You need electrolytes, but you yet continue running. What hope is there? Pocari Sweat Ion Supply Drink. It's your only hope.
41. **Sanic want be friend. Sanic is best. Sanic: a hedgehod 4 u.**
42. Swanson's Convenience Stores: Imagine more snacks than you can imagine.
43. Take careful aim. This is your one chance. Catch them, imprison them, kill this moment at the speed of light. No quarry is too fast, too wild, or too hirsute. Nishino Photography: We Shoot Children and Pets.
44. The opposable thumb separates man from the animals. It is the means by which we hold tools, whether tools of building or tools of murder. They are also a critical component in certain eldritch rituals, spells of great power that can shape nations. We have been here, guiding Japan to greater glory. Perhaps we have shirked this duty for a time, but no more! We have gathered many hands. Many more than in the past. These hands shall point to a new future for our nation. The time of the ritual is at hand. Literally! Tokyu Hands: Not just a department store. No, we are so much more than you ever imagined. Now give us your hands.
45. The soft earth, full of nutrients, the bright sunshine that gives life, makes us strive ever upwards. The air, rich in carbon dioxide. Let your branches spread, let your leaves grow. Today's program is brought to you by trees. Become one of us.

46. There are things in the world that need to be destroyed. Rocks, wooden planks, houses, enemies. The TurboSaw is here for you. With this simple, handheld device, you can cut through anything. ANYTHING. A-N-Y-T-H-I-N-G. (Warning: Do not apply the TurboSaw to the surface of the earth.)
51. There are those who worry about the effects of Wi-Fi on our brains, who falsely claim that the mere presence of a Wi-Fi router makes them sick, makes them feel agony, when at best this is a psychosomatic response. In truth, we are constantly bathed in radio waves, from every possible direction. If you could hear them, oh, if you could hear them, the cacophony of so-called civilization, it would break you. It would destroy you. NTT docomo is Japan's leading cell phone provider. NTT docomo: We bring you the maddening pulse of civilization's folly.
52. They say there are lights at night, lights in the old Hayswood Hospital in Hayswood, Kentucky, along the Ohio River. The lights come and go, but no one has ever found their source. The third floor is a different matter though. On the third floor there is a shadowy figure that appears late at night. He brings with him a feeling of dread, a certain knowledge that the grave is near. He comes closer, his immaculate shoes and heavy cane clacking on the tiled floor. The scant light of the moon reflects against his glasses, reveals his kindly face, the cravat as black as his soul against his white suit. In his hand, there is a plate, and on the plate there is chicken, and that chicken is finger lickin' good. KFC: It's finger lickin' good.
53. Think about the future. Think about the past. Think about what might have been or could yet come to pass. Let your enlightened mind travel along the branches of the Tree of Life, seeking out a better world. But think also of the dark places, the paths history could take that lead to disaster and death. You must look upon these and think about the world you wish to live in, the world you would leave behind for those who come after you. Think on this, and think well. Then go buy the new iPhone. Apple: Think Different™.
54. Today's program is brought to you by Blunt Trauma™. Blunt Trauma™: It's much more dangerous than you'd think!™
55. Today's program is brought to you by ferrets. Ferrets: They're pretty cool. Try a ferret today!
56. Today's program is brought to you by knives. Do you have a problem? Try solving it with a knife today!
61. Today's show is sponsored by 2016. 2016: I'm still coming for you. There's shit I did that you don't even know about yet. Just you wait. Just. You. Wait.
62. Today's sponsor is Baby, The Stars Shine Bright, Japan's #1 source for sweet Lolita fashion and materials for eldritch rituals. Whether you want to have a proper baroque tea time or summon one of the Great Old Ones to our plane, come to Baby, The Stars Shine Bright. Baby, The Stars Shine Bright, where baby, the stars are always right.
63. Today's sponsor is the new Nintendo Yuu console. Take hold of the Yuu Remote and take control of yourself. The Nintendo Yuu knows all your secrets, even the ones not related to what you did while playing *The Legend of Zelda* or which *Super Mario Bros.* character you have a crush on. And the best part is you don't even have to buy one. You already have it. Look down at your hand. You're holding a Yuu Remote. Now do what it says.
64. Today's sponsor is Thursday. Thursday: It's the one between Wednesday and Friday!
65. We see you. We hear your heart beating, the slick, greasy, disgusting thumping inside your chest that keeps you alive. We note each plodding step you take, each stair you climb, each kilometer of progress. We see you going nowhere, doing nothing, destined for oblivion. We keep careful track of your descent and decline. There are achievements too. Fitbit: See how we're redefining fitness to mean watching as you fade and die.
66. What do you believe in? Why? When you believe, your brain is not working, and when your brain isn't working, you're dead. Believe nothing. This message brought to you by I Can't Believe It's Not Butter, because the burden of proof is on those who believe in butter.

Hidden Meanings



d66	Event
11	Every rose has its thorn.
12	Hope is a mistake. If you can't fix what's broken, you'll go insane.
13	It does not portend anything.
14	It was all a dream.
15	It'll all be settled at Backlash, live on pay-per-view!
16	It's a dream within a dream.
21	It's a hidden symbol of the Illuminati and/or Freemasons.
22	It's a product of corporate greed.
23	It's a sign that Ragnarok is nigh.
24	It's actually part of Apple's marketing campaign for the new iPhone.
25	It's all as Nostradamus foretold.
26	It's like some kind of RoboCop type thing.
32	It's proof that all of this is just an analog game.
31	It's time to audit the Fed, whatever that means.
33	Laura Palmer never actually existed.
34	Life is a tale told by an idiot, full of sound and fury, signifying nothing.
35	9/11 was an inside job. Specifically, it came from inside al-Qaeda.
36	None of it means anything at all.
41	Someone planted a false memory.
42	Someone was dead the whole time.
43	That was one of the Four Horsemen of the Apocalypse.
44	The author just has a thing for catgirls is all.
45	The butler did it.
46	The communists are trying to pollute our vital bodily fluids.
51	The end is nigh. Specifically, the end of high prices!
52	The island is a microcosm of global society.
53	The magic was in you all along.
54	The needs of the many outweigh the needs of the few.
55	The river is a circle.
56	This is actually a symbol of the heroine's struggle against nature.
61	This is the truth that the Catholic Church has been trying to suppress.
62	This is your destiny.
63	Watch the skies. That's all I can say.
64	Welcome to the end.
65	You are not alone.
66	You sold your soul, and this is the result.

Sources of Despair

d66 Despair!

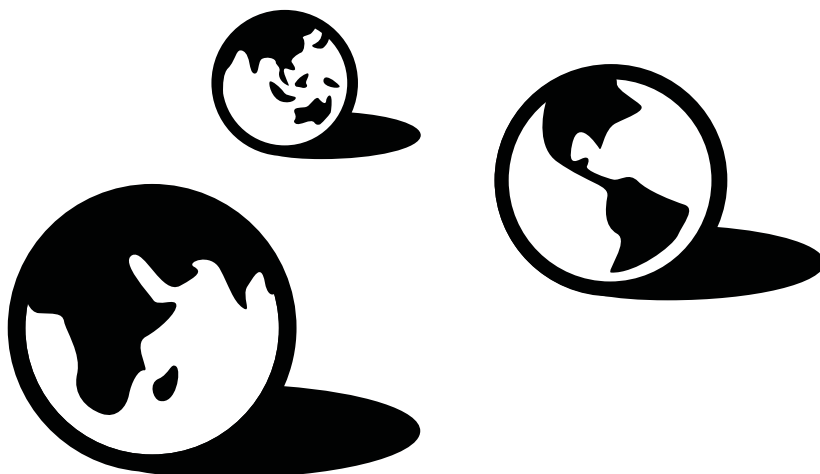
- 11 A world full of leeches
- 12 Airline food
- 13 Anagrams
- 14 Battles where both sides lose
- 15 Clickbait
- 16 Contemporary anime's over-reliance on fanservice
- 21 Courtroom sketches
- 22 Libertarianism
- 23 People talking during movies
- 24 People's willingness to make assumptions about the future
- 25 Political cartoons
- 26 Society's dependence on cards
- 32 Society's dependence on Wi-Fi
- 31 Society's obsession with money
- 33 Society's obsession with numbers that determine one's status
- 34 Spoilers
- 35 The countless things in the world with deceptive names
- 36 The cruel savagery of eating meat, and my inability to stop doing so
- 41 The current state of salsa music
- 42 The despair in my heart
- 43 The fact that when it comes down to it, all we really have is each other
- 44 The fate of the Russian space geckos
- 45 The folly of going to Bed Bath & Beyond without a 20% off coupon
- 46 The futility of wishing for anything
- 51 The inability to eradicate harmful thought patterns from the populace
- 52 The inevitability of death and the decay of everything we create
- 53 The inexplicably small size of the American 10-cent coin
- 54 The injustice of the Westminster Dog Show
- 55 The lack of nuance that makes it difficult for us to criticize the overuse of psychiatric drugs while remembering that they have legitimate uses
- 56 The overabundance of misused loanwords in the Japanese language
- 61 The overabundance of useless information
- 62 The way tabletop RPGs always seem to have extensive source material and never seek out truly original territory
- 63 Things that don't live up to the original
- 64 Tooth decay
- 65 Trans fats
- 66 Twitter

Random Letters

d66	Letter	d66	Letter	d66	Letter
11	A	31	J	51	S
12	Æ	32	K	52	ß
13	B	33	L	53	T
14	C	34	M	54	P
15	Ç	35	N	55	U
16	D	36	Ñ	56	V
21	Ð	41	Ŋ	61	W
22	E	42	Œ	62	X
23	F	43	O	63	Y
24	G	44	P	64	Z
25	H	45	Q	65	Ω
26	I	46	R	66	Ÿ

Random Numbers

d66	Number	d66	Number	d66	Number
11	1	31	α	51	12
12	$\sqrt{2}$	32	δ	52	13
13	π	33	1,000,000	53	2d6
14	∞	34	69	54	Hyaku gojuu ichi
15	i	35	42	55	Cuarenta y cuatro
16	1 jillion	36	$\sqrt{3}$	56	60
21	φ	41	10^{100}	61	54
22	∅	42	10^{googol}	62	9.95
23	e	43	7	63	777
24	zero	44	8	64	Ω
25	12345	45	666	65	≈10
26	X	46	668	66	♥



Things on Chalkboards

Roll on this table if you need something on a chalkboard around the school. These may be the work of students, faculty, other inhabitants of the island, or the chalkboards themselves. Do not trust anything you see written on a whiteboard.

d66	Chalk!
11	(ノ◦□◦)ノ へ ー ー ー
12	※注意：「Plan」は「計画」という意味です。
13	668, the Neighbor of the Beast
14	Audit the Fed. Ron Paul 2008 2012 This Year
15	Believe It!
16	By the power of Greyskull
21	Do Not Want!
22	Do you know the Muffin Man?
23	DWELL
24	German science is the best in the world!
25	I ♥ Catgirls
26	I fight to protect the twin-tails!
32	It was me, Dio!
31	It's a trap!
33	 KEEP CALM AND OVERUSE THIS MEME
34	Kilroy Was Here
35	Let's Have a Battle!
36	May The Farce Be With You
41	Mikuru Beam!
42	Moon Prism Power!
43	My Waifu
44	Nanomachines, son.
45	Nyoro~n
46	Omochikaeri!
51	Over 9,000!
52	Packers Won the Super Bowl!
53	People die when they are killed!
54	Roll on the Proverbs Table (p. 162)
55	Silent Weapons For Quiet Wars
56	Special Beam Cannon Fire!
61	Timotei
62	World Is Mine
63	Yes, I got a haircut. Don't ask! 
64	You are already dead.
65	かげがみ大王
66	今日は日本の終身雇用制度について話します。

Secret Society Names

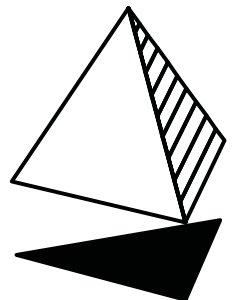
d66	Part 1	d66	Part 2
11	Alliance of the	11	Apocalypse
12	Army of the	12	Black Cat
13	Blessed Knights of the	13	Bones
14	Circle of the	14	Burning Eye
15	Council of the	15	Compass
16	Covenant of the	16	Creeping Death
21	Enlightened Lodge of the	21	Eggs
22	Exalted Covenant of the Wise	22	Enlightened
23	Fraternal Order of the	23	Freemasons
24	Fraternity of the	24	Golden Dawn
25	Hermetic Order of the	25	Great Architect
26	Hidden Church of the	26	Hexagon
31	Hidden Library of the	31	Hidden Eye
32	Holy Covenant of the	32	Illuminati
33	Illuminated Order of the	33	Machine
34	Improved Order of the	34	Masons
35	Independent Order of the	35	Naked Eye
36	Knights and Ladies of the	36	Occult Hand
41	Knights of the	41	Octagon
42	Living Fraternity of the	42	Owls
43	Order of the	43	Parallelogram
44	Paternal Order of the	44	Pentagram
45	Sacred Order of the	45	Phoenix
46	Scions of the	46	Rhombus
51	Secret Order of the	51	Rose and Cross
52	Sisterhood of the	52	Sacred Flame
53	Skull and	53	Sacred Geometries
54	Snake and	54	Serpent God
55	Society of the	55	Skull
56	Socratic Army of the	56	Sword
61	Sorority of the	61	Trapezoid
62	The Brotherhood of the	62	Traveling Pants
63	The Cult of the	63	Typewriter
64	The Sect of the	64	Veil of Secrets
65	The Unknown	65	Wandering Eye
66	Wise Coven of the Exalted	66	Watchers

Random Eyes Table

I have no idea why I made this. Enjoy.

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

RANDOM EYES
RANDOMIZE
RANDOM LIES

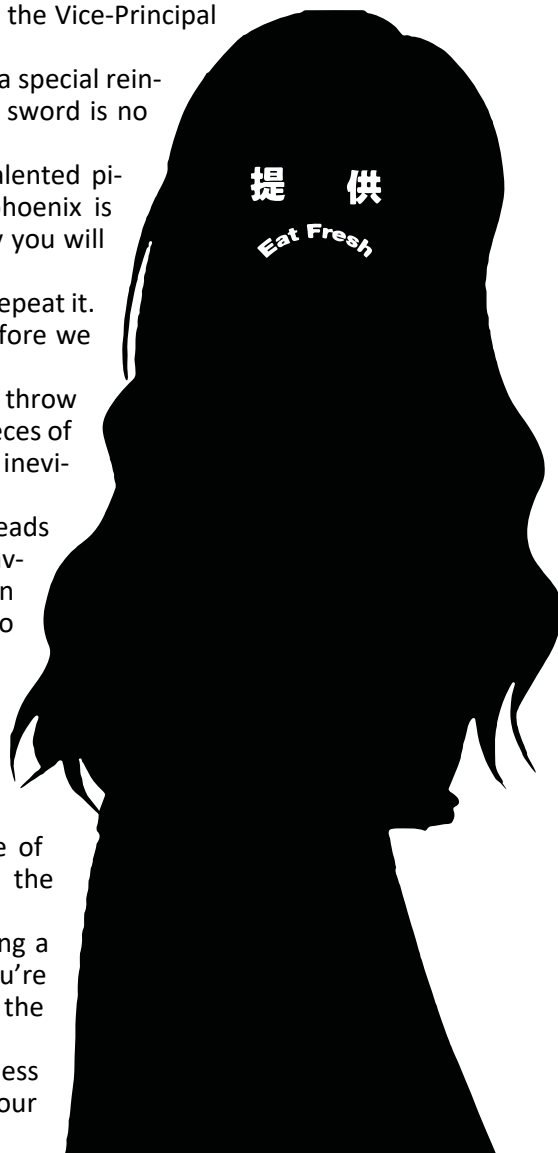


Proverbs

11. A nod is as good as a wink to a blind horse, but to a blind horse neither is as good as an offering to Equestor, the horses' blind god of bloody, iron-hooved justice.
12. A rolling stone gathers no moss. If you really need moss, I can hook you up for a reasonable price.
13. A stitch in time saves nine. The rest will not survive the effects of the paradox that the stitch in time creates.
14. An apple a day keeps the doctor away. However, the risk of attracting teachers means it's not usually worth it.
15. Beggars can't be choosers, unless they can pass the FCAT (Federal Chooser Aptitude Test) and have at least one year of experience as a selector.
16. Burn that bridge when you come it to. Burn it to ashes, and make sure no one has followed you. Then burn the next bridge. All bridges must burn.
21. Cleanliness is next to godliness. Clean yourself every day, every hour, and you will begin to manifest divine powers.
22. Don't bite the hand that feeds you. There are plenty of other hands available for biting.
23. Don't cry over spilled milk. Your tears will give the milk power it does not know how to use.
24. Don't judge a book by its cover. Judge it by the Student Council's list of approved literary opinions, unless you want a visit from the Student Council's Secret Police.
25. Even monkeys fall from trees. Especially when they're under the mind-lash of the dreaded Shub-Todeth.
26. Great minds think alike, thanks to special cybernetic implants and the Great Minds Network that links them.
31. Hindsight is always 20/20. Current sight has astigmatism. Foresight is against school rules.
32. If you can't beat them, join them. Slip into their ranks, poison their minds, and set them up to cross the Student Council's Secret Police.
33. Ignorance is bliss. Forget history, forget math, forget your name, forget language, forget dreams, forget sight, forget sound, and join us in the bliss of unknowing.
34. In the land of the blind, the one-eyed man is king. Also, the school will be hosting a special diplomatic visit from King One-Eye of Blindland. Students are advised to wear protective eyewear.
35. Let sleeping dogs lie. Record their lies, and expose the truth when the time is ripe.
36. Love is blind. Hate is deaf. Melancholy kind of walks with a limp but gets defensive whenever anyone brings it up.
41. Money makes the world go round. Please pledge to my Kickstarter so we can have spring this year.
42. No man is an island. Some men are isthmuses or peninsulas though, and there are rumors that last year Kenichi Tanaka from Saitama became an archipelago.
43. Pile enough dust and you have a mountain. Pile enough mountains and you have a continent. Pile enough continents and you have a planet. Pile enough planets and you have an empire. Pile enough empires and you become a god. Pile enough gods and the whole thing collapses.
44. Possession is nine-tenths of the law. That is because the law primarily concerns ghosts. The other 10% is mostly traffic laws.
45. Revenge is a dish best served cold. Since the heat lamps aren't working, the cafeteria will be serving cold revenge tomorrow, with quinoa and grilled asparagus.
46. Rome was not built in a day. You're thinking of Phoenix, which gets ritually burned down and rebuilt on the 1st of each month.



51. The apple doesn't fall far from the tree, though the Genetically Modified Organism Club is close to a breakthrough with their "applepult" trees.
52. The child of a frog is also a frog. The notable exception is the Brazilian Time Frog, but the less said of that the better.
53. The nail that sticks up gets hammered down. The nail is a metaphor for you. The hammer is not a metaphor. It is made of silver, and the Vice-Principal will be coming by with it soon.
54. The pen is mightier than the sword. I have a special reinforced pen, and I have killed with it. Your sword is no match for my pen.
55. The talented hawk hides its claws. The talented pigeon hides its droppings. The talented phoenix is eternal, but you are not talented. One day you will become ash, and there will be no rebirth.
56. Those who forget the past are doomed to repeat it. This is your last chance to pass History before we send you back in time.
61. Those who live in glass houses shouldn't throw stones. Instead, try throwing the jagged pieces of glass from when your stupid glass house is inevitably broken.
62. Two heads are better than one. Three heads are better than two. Generally speaking, having more heads is better, but at a certain point you're going to run out of space to store all those heads.
63. You are what you eat. For example, Ritsuko is basically a cheeseburger at this point.
64. You can't have your cake and eat it too. Here "have" means "possess" by the way. Also it's not true, provided you have one of those special quantum cakes available in the cafeteria.
65. You can't make an omelet without breaking a few eggs. If you really want an omelet, you're just going to have to learn to live with the screaming.
66. You can't squeeze blood from a stone, unless it's one of those special stones you find in your locker on Wednesdays.



Afterword

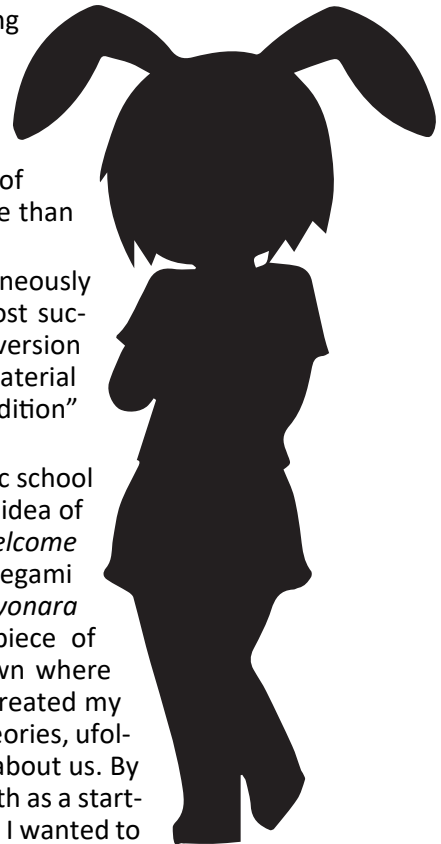
This is the end of the book. However, since this is a role-playing game rulebook, that fact isn't terribly relevant to the decidedly non-linear experience you are meant to have from this linear medium. The afterword is a place for the designer to discuss the underlying influences and design principles. Some find this fascinating, while others think it's a waste of space. As you can see I'm catering to the former group more than the latter, but amusing myself more than anything.

Of my self-published games, *Schoolgirl RPG* is simultaneously one of my most spontaneous creations, and one of the most successful. It began as an attempt to create the most compact version of *Maid RPG* possible, though I kept coming up with more material to publish, so that I eventually put out a 66-page "Complete Edition" and decided to give it a rest.

When I came back to it, I had the idea to define a specific school and the students and faculty and such in it. Then I hit on the idea of doing something besides a generic anime high school. The *Welcome to Night Vale* podcast provided the kernel of the idea for Kagegami High, but it quickly became one influence among many, *Sayonara Zetsubou-sensei* being the single most important other piece of source material. Joseph Fink described Night Vale as a town where every conspiracy theory is real, and I took that notion and created my own spin on it. I'm a skeptic at heart, but I find conspiracy theories, ufology, cryptozoology, and so on fascinating for what they say about us. By using the conspiracies and other fringe beliefs I'm familiar with as a starting point, I arrived at my own conspiracy-laden setting. While I wanted to avoid some of the distinctly unpleasant aspects of conspiracy theory culture, there is rich ground in ramblings about Freemasons, Illuminati, aliens, HAARP, the Bohemian Grove, and so forth, not to mention Japan's own crop of distinctly Japanese conspiracy theories, many of which involve the Emperor. Like a lot of the strangeness in this book, they reflect things about real life through a surreal funhouse mirror, exposing the absurdity of our reality.

Japanese schoolgirls are a group of human beings with their own ideas and feelings, but they're also variously a favorite subject of anime and manga, a fetish, a motif, and a key marketing demographic. I can't even imagine what all of that is really like, but it makes Japanese schoolgirls a natural fit for a game about conspiracies and people struggling to feel important in a world of powerful forces that make the individual seem insignificant.

This book is also a continuation of the style of humor writing I started developing in *I Want to be an Awesome Robot*, my book of strange humor. It's very dense with information and references, and has a certain absurdly confident kind of nonsense. Though it was fun to write, it was also something of an exercise in creative masochism. This book wasn't quite on the level of writing a list of 700 catgirl names, but that's partly because the different parts of Kagegami High quickly began to interrelate, so that (for example) the table of 216 morning announcements got easier to write as there was more of the school to include there. While it's hardly the only RPG to use random tables to evoke a setting, it's certainly my most ambitious attempt so far, and for that matter it has the largest amount of setting info I've ever put into one of my games.

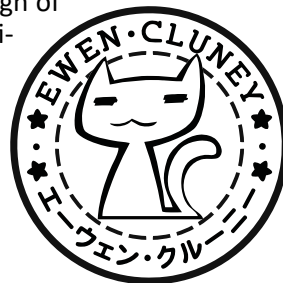


Although you can read this book front to back if you really want to, if you sit down to play it, the die rolls will do a lot to influence what your own Kagegami High is like. From the beginning, RPGs have been melting pots of culture, taking chunks of folklore, pop culture detritus, literary concepts, and so forth and blending them into something at once new and familiar. Gygax seemingly stuffed every scrap of his fantasy influences into D&D—enough so to get a few cease and desist letters in fact—while creating new interpretations of ancient myths that have become a new standard. While most don't achieve the reach of D&D, all RPGs take part in the overall cultural conversation. Some wear their influences on their sleeve more than others, but tapping into this kind of existing knowledge is an important part of how RPGs communicate with the people playing them, both in the text and at the game table. The *Maid RPG* template calls for atomizing those elements, and then turns the process of play into one of constantly invoking and recontextualizing the pieces. It's hardly the only game to take this approach, though with the Random Event rules in full effect it does so more consistently and flagrantly than most.

While I derived a lot of the rules of this game from *Maid RPG* (starting by copying over the rules from *Schoolgirl RPG*), it diverges from it and my other M.A.I.D. Engine* games on some important points. I grafted the dice pool system from the 1986 West End Games *Ghostbusters* RPG onto the *Maid RPG* framework, because that was a generally brilliant game way ahead of its time, and also rolling a fistful of dice is more fun than rolling a single die. This game also has Principles and GM Moves, imported from *Apocalypse World*, albeit with some significant changes in the transition. The adherence to certain conventions of *Maid RPG* makes it more traditional than AW, but also means keeping some distinct eccentricities. Finally, the rules for invoking a trait obviously echo a bit of *Fate*, though of course adapted to this game's framework, and this is the most significant experiment in the rules. It makes some of the improvisational aspects of the game a little more mechanical, in much the same way that the aspect rules in *Fate* do, which seems to work well with the setting and style of *Kagegami High*.

Anyway, whatever it is that I've made here, I hope you enjoy it, in whatever way works best for you.

True to form, I will leave you with a couple more tables.



d6 Design Inspirations

- Apocalypse World
- Fate
- Ghostbusters: A Frightfully Cheerful Roleplaying Game
- In a Wicked Age
- Life in the Garden: A Deck of Stories
- Maid: The Role-Playing Game (メイド RPG)

* My term for the underlying rules of *Maid RPG*. "M.A.I.D." is short for "Maniacs' Asymmetrical Interactive Delusion." I'm just so clever.

Inspirations

Kagegami High is a great mishmash of ideas and inspirations from countless sources across many different media. Here are the most notable things that helped make this book what it is, arranged alphabetically and in a d66 table for no good reason.

d66	Source Material!	Original Title
11	Alice Isn't Dead	
12	Alien Nine	エイリアン 9
13	Art of David Dees, The	
14	Ask Dr. Science	Ask Mr. Science
15	Atlas Obscura	atlasobscura.com
16	Beef and Dairy Network	
21	Breakfast Cult, The	
22	Chuunibyou demo Koi ga Shitai!	中二病でも恋がしたい!
23	Complete World Knowledge	The Areas of My Expertise, More Information Than You Require, That Is All
24	Discovering Scarfolk	scarfolk.blogspot.com
25	FLCL	フリクリ
26	Gravity Falls	
31	Higurashi no Naku Koro ni	ひぐらしのなく頃に
32	Holy Mountain, The	La montaña sagrada
33	Humor Code, The	
34	Legends of Tono, The	遠野物語
35	Little Boy (by Takashi Murakami)	リトルボーイ
36	Mawaru Penguindrumn	輪るピングドラム
41	Melancholy of Haruhi Suzumiya, The	涼宮ハルヒの憂鬱
42	Mindsplotation	
43	Nichijou	日常
44	Now (by Yusuke Nakamura)	
45	Pani Poni Dash	ぱにぽにだっしゅ!
46	Persona 4	ペルソナ 4
51	Revolutionary Girl Utena	少女革命ウテナ
52	Rick and Morty	The Real Animated Adventures of Doc and Mharti
53	Saint Young Men	聖 セイント☆おにいさん
54	Sasami-san@Ganbaranai	ささみさん@ganbaranai
55	Sayonara Zetsubou-sensei	さよなら絶望先生
56	Pali Canon, The	त्रिपिटक
61	They Live	Eight O'clock in the Morning
62	Twin Peaks	North Dakota
63	Uchi no Kurasu no Joshi ga Yabai	うちのクラスの女子がヤバイ
64	Undertale	Mother
65	Welcome to Night Vale	
66	World Conquest Zvezda Plot	世界征服～謀略のズヴィズダー～

Kagegami High



Name: _____
Age: _____
Hair Color: _____
Eye Color: _____

▼ Draw Something Here ▼

Stats

Athletics	
Brains	
Charm	
Moxie	
Weird	

Stress Limit (Moxie x 5)

Stress Points

Special Qualities

Awesome Points

Hobby

Stress Explosion

Protagonist Motivation

Notes

Principles

1. Keep Kagegami High weird.
2. Make normal things into strange things.
3. There are always more mysteries.
4. Life goes on.
5. Celebrate shared humanity.
6. Find the meaning in randomness.
7. When in doubt, roll on a table.
8. Reuse things.

Making Checks

Roll as many dice as your stat rank to get your Result. You will need to match or exceed the task's Difficulty rating (set by the GM) to succeed. Easy difficulty is 5, average difficulty is 10, hard difficulty is 16, and high-impossible difficulty is 24.

The Weird Die

Any time you make a check, roll a Weird Die in place of (not in addition to) one of the normal dice. It should be of a different color, and ideally should have a symbol of some kind in place of the 6. If that die comes up on the 6, it counts as zero points towards your Result, and regardless of whether you succeed, something Weird happens.

Conflicts

If two characters are competing or in conflict, they each make rolls as per the action resolution rules, and the one with the higher result wins. The loser takes Stress equal to the winner's result divided by the loser's attribute (round up). If you don't want to take Stress you can give in before you roll.

Stress Explosions

If you take Stress equal to or greater than your Stress Limit, you have to role-play your Stress Explosion for real-time minutes equal to the Stress points you have, after which your Stress goes down to zero.

Awesome Points

- Increase the result of a roll by 2d6
- Remove 2d6 Stress
- Make a Random Event happen
- Invoke a trait (1-3 Awesome Points)

