**Introduction to nurse:**

An unnamed person suddenly swings a wooden board at you. You block it with your [armed weapon].

Mandatory response: “Whoa whoa! Friendly!”

Unnamed person: “Oh? You’re not a zombie? Come on in then, have a seat.”

Press enter to continue

Unnamed person: “I’m Rebecca, the school nurse. Oh my, it looks like you’re injured. Let me help you with that. What’s your name, by the way?”

Mandatory response: “[mc’s name]”

Rebecca: “Feeling better now [mc’s name]? I can help you out whenever you’re injured, just come by here because I’m too scared to go out there where the zombies are. In fact, I insist on helping you out when you’re injured, we don’t know how many people are still alive.”

Mandatory response: “Thank you Rebecca, I will probably end up coming in here again.”

Rebecca: “No problem, always happy to help.”

Go outside or ask who the guy on the bed is. Whenever the player comes back to the infirmary they have the option of asking who the guy on the bed is.

**Introduction to janitor:**

From the nurse dialog, if they ask who the guy on the bed is, the following happens:

You: “Hey, who’s that on the bed?”

Press enter to continue

Rebecca: “Oh, that’s the janitor. I found him rather banged up in the hallway so I brought him back here to fix him up. He should be waking up soon.”

On the next time the player goes into the infirmary:

Rebecca: “Hey [mc’s name], you’re just in time, the janitor is waking up now. Janitor, how are you feeling?”

Press enter to continue

Janitor: “A- cough, cough, cough”

Press enter to continue

Rebecca: “Careful there, water’s on your right.”

Press enter to continue

Janitor: “Drinks water”

Press enter to continue

Janitor: “Well, I’m alive, so that’s good at least. Thanks, nurse, I’d be dead if it weren’t for you.”

Press enter to continue

Rebecca: “Call me Rebecca, I’d say in this situation we’re all better off being familiar with each other.”

Press enter to continue

Janitor: “In that case then call me Tobias. Hey [mc’s name], you look like you know how to handle yourself in this situation. I can help you handle yourself even better if you’d like? I survived a run-in with what appeared to be the boss zombie after all. Well, with Rebecca’s help, but you get the idea.”

Mandatory response: “That would be appreciated”

Tobias: “Great, let’s go set up a place where I can help you learn to protect yourself against these zombies. I think room 102 would do quite nicely.”

Press enter to continue

You go to your homeroom where Tobias sets up some barricades to make the room safer. Class 102 is now designated as a safe room, no zombies can be in this room now.

Press enter to continue

Tobias: “The first thing you should know is how to stay in the fighting mood. As you know, our emotions influence our actions, so staying focused on fighting is important to fight effectively…”

Press enter to continue

Tobias gives you a lesson on how to consciously detect your emotions, and maximize or minimize their effect on your fighting.

**Introduction to Layborn:**

You step towards a purple barrier.

Press enter to continue

Unnamed person: “Whoa hold on there, stay still for a second.”

Press enter to continue

The unnamed person holds his index and middle finger up.

Press enter to continue

The purple barrier disintegrates into nothing before your eyes.

Press enter to continue

Unnamed person: “Ok, now you can come in.”

Press enter to continue

As you walk past where the barrier was, he continues to hold his index and middle finger up.

Press enter to continue

The purple barrier reappears.

Press enter to continue

Unnamed person: “Now zombies will not interrupt us. Have a seat.”

Press enter to continue

Unnamed person: “I am the vice principal of this school, you may call me Layborn. What is your name?”

Mandatory response: “[mc’s name]”

Layborn: “Well [mc’s name], it is good to see that we have another survivor in this mess.”

Press enter to continue

Layborn: “Huh. That is unusual.”

Press enter to continue

Layborn: \*mutters\* “Byakugan”

Press enter to continue

Layborn’s eyes suddenly turn white and bulging veins appear to the sides of his eyes. He stares at you for a few seconds. His eyes move slowly from your hands, up your arms, to your chest, and down to your abdomen. He then quickly glances at the rest of your body.

Press enter to continue

Layborn: “Tell me, [mc’s name], have you recently felt something stirring inside you, something that made you feel like you could do anything? And no, I am not talking about emotions like confidence or arrogance. I am talking about a feeling of something tangible.”

Mandatory response: “Uh… yes?”

Layborn: “That confirms it. [mc’s name], you, like me, are able to cast magic.”

Press enter to continue

You’re tempted to laugh at him and go on your way, but you remember the purple barrier thing. Also, you saw clear as day how his eyes went all weird. You decide to go along with it for now.

Mandatory response: “Ok… would you be able to teach me how to cast magic then?”

Layborn: “Unfortunately, no.”

Mandatory response: “Why can’t you teach me how to cast?”

Layborn: “There is a spell locking the casting knowledge away from being revealed. And before you ask, I cannot reveal anything about this spell other than that it is there.”

Mandatory response: “Alright, I guess that’s it. Ok, let’s go.”

Layborn: “Whoa slow down there. I cannot leave this room. The purple barrier will kill me if I try to leave. And I cannot turn it off.”

Mandatory response: “But I clearly saw you do whatever it is you did with your fingers and it went away.”

Layborn: “That was not me. But that is all I can say about it. The fact of the matter is, I cannot leave this room.”

Mandatory response: “Alright then. I guess I’ll just go alone. Can we at least say goodbye for now from the door?”

Layborn walks with you to the barrier and holds his fingers up again. As soon as the barrier comes down, you quickly grab his arm and yank him out the door. You make it out, but suddenly there’s a cloud of smoke and you don’t feel his arm anymore. You wave away the smoke to find that the barrier is back up and Layborn is behind it.

Press enter to continue

Layborn: “I must say, I did not expect you to do that. That was a good attempt to get me out, although foolish. You will be able to enter this room in the future, but any future attempts to get me out will result in getting killed by the barrier.”

Mandatory response: “Well that was a bust. In that case see you around then. For real this time.”

Exit Teacher’s Lounge

**Passing by Layborn:**

Layborn: “Hello [mc’s name], nice to see you are still alive.”

Mandatory response: “Hi Layborn, just passing by.”

Exit Teacher’s Lounge

**Introduction to Matthew as an unnamed person:**

As you walk in, you hear someone saying “kagemane no jutsu” and your whole body suddenly freezes up and goes completely still as 3 people sitting at a table stare at you.

Mandatory response: “Uh… what? Why can’t I move?”

At least your mouth can still move and your vital functions haven’t been stopped, that’s good at least.

Press enter to continue

An unnamed person: “Ok, he’s definitely not a zombie, I’ll release the jutsu now.”

Press enter to continue

The two people beside him nod as you feel yourself back in control of your body.

Mandatory response: “Thank you. You mind telling me what that was all about? How did you freeze my whole body without touching me?”

The unnamed person: “I just used this thing.”

Press enter to continue

He points at the highly decorated stick that he’s holding.

Mandatory response: “Haha, very funny. Alright, if you don’t wanna tell me then I guess that’s ok. Regardless, since we’re all survivors here, wanna come with me and figure out how to get out of here?”

The unnamed person: “Actually, we’d rather not go out there where there are so many zombies waiting to kill us. We’ll wait for some adults to come make sure the place is safer.”

Possible responses:

1. “Alright, well, I’ll go make everything safer then. I’ll come get you when there aren’t so many zombies waiting to kill us.”
2. “The place is mostly safe now. I went through and stopped most of the zombies.”

Response #1 will only be available to the player if the antagonist hasn’t been defeated yet. Response #2 will only be available to the player if the antagonist *has* already been defeated. Selecting Response #1 will continue the dialogue. Selecting Response #2 will skip straight to Matthew leaving with the player. Suggested implementation: when selecting response #2, don’t actually directly print out the line, instead, exit this reaction and go into the Matthew leaving with player reaction. The opening line was carefully written to achieve this kind of thing as smoothly as possible. The discrepancy of suddenly knowing Matthew’s name can be solved by making it a placeholder instead of hardcoding the name in.

The unnamed person: “Wait! If you’re gonna go out there then take this with you. It’ll activate automatically in your next fight and will enhance whatever weapon you’re using for a few swings.”

Mandatory response: “Ok… sure?”

He gives you a necklace which you accept out of not wanting to argue with him.

Press enter to continue

Exit Clubroom

If the player goes back to Matthew with the effect still on, a kick-out sentence will trigger. If the player spends the effect as intended and the antagonist isn’t defeated, Matthew will continue introducing himself. If the antagonist is defeated, the player will invite Matthew to leave with him.

**Kick-out sentence:**

“What are you doing, go kill some zombies so the people in the clubroom can get out of the school safe!”

Exit Clubroom

Note that the above string is written without the unknown person attached to make it look like the computer said it instead of Matthew

**Matthew names himself:**

You announce that it’s you as you walk in so that they don’t freeze your whole body again.

Mandatory response: “Well, the necklace seemed to work. I definitely wasn’t expecting that. It made my fight easier.”

They smile.

Press enter to continue

The unnamed person: “We knew it would work. We’ve made working bead foci before.

Mandatory response: “Well, uh… what are your names?”

The unnamed person: “Matthew. I speak for the group as far as making magic items are concerned. And your name is?”

Mandatory response: “[mc’s name]. And could I have some manually activated magic items? The thing really made things much easier.”

Matthew: “Here’s a list of what we can make out of what materials. Just so you know, we won’t be making items quite as powerful as the one we gave you. That was our best work ever, making it automatically activate, having it choose its own target, putting a superficial change on it, and putting a stronger effect than normal into it. Also, these items won’t warm up on activation.”

Press Enter to continue

You receive a List of Magic Item Recipes.

List description lists the recipes, their effects, and their activation phrases.

Exit Clubroom

As long as the antagonist hasn’t been defeated yet, reentering the clubroom will trigger the magic items creation dialogue. Only when the antagonist has been defeated will reentering the clubroom trigger the move with player dialogue.

**Make Magic Items:**

You announce that it’s you as you walk in.

Matthew: “What’s your order, [mc’s name]?”

Possible responses:

1. “Actually, I’m gonna go get more materials. See you around.”
2. “I would like… “

Response #1 will always be available to the player. Response #2 will only be available if the player has enough materials to make at least 1 item (unless the time complexity is too much, in which case I’ll adjust the dialogue). Selecting response #1 will send the player back into the hallway. Selecting response #2 will result in the following:

Select one of the items to make

You: “a(n) [item selection] please”

Matthew: “Coming right up. Anything else?”

Possible responses:

1. “Not now, thank you.”
2. “Yes. I would also like… “

Response #1 will always be available to the player. Response #2 will only be available if the player still has enough materials to make at least 1 item. Selecting response #1 will either show the player what they got, then exit the clubroom, or will just exit the clubroom, depending on which one is more reasonable to implement. Selecting response #2 will loop back to this:

You: “a(n) [item selection] please”

And so on.

**Matthew joins Player:**

You: “The place is mostly safe now. I went through and stopped most of the zombies.”

Press enter to continue

Matthew: “Alright. Ok everyone, let’s go.

Exit Clubroom

Matthew now moves with the player. Note: set Matthew’s stats to 3 peoples’ worth. If they end up in a fight, Matthew’s role is the following:

Once per fight, on his turn, if:

Enemy total health is below [some] percent: Cast Raikiri on his turn, killing the enemy with the most health.

Allied total health is below [some] percent: Cast Kuchiyose: Rashomon on his turn, adding [big number] to the shield protection count. This will take priority over the above if both happen.

Of course, if Matthew somehow manages to die, he will do none of these things.

**Nurse heals Player:**

After the nurse is introduced to the player, whenever the player revisits the nurse, except for when Tobias is introduced (the player really should be sane and heal up if the Tobias intro will kill them by moving them away from the nurse), if the player isn’t at full health, the player will have the option of healing his injuries. Selecting this option will trigger the following:

You: “I think I got hit here.”

Rebecca patches up your injuries.

Note that the player is *not* forced to exit the room, as there is no plot-relevant reason why the player *must* go out of the room.

**More Advice from Tobias:**

Tobias: “Hey [mc’s name], be careful around Layborn. Watch him for anything suspicious.”

Mandatory response: “What? Why?”

Tobias: “Just trust me on this, alright? Keep an eye on him, be ready in case he tries anything.”

Mandatory response: “Alright, if you say so…”

**Layborn confrontation:**

Once the player has obtained Layborn’s Notebook, an option will appear the next time the player visits Layborn to confront Layborn about the notebook. Doing so will trigger the following (note: implement the “option” part if we have time. If not, make it mandatory):

You pull out the notebook.

You: “Layborn, explain yourself.”

Layborn: “Oh, so you have found out that I am the one who started all this. Well, there is a method to the madness. I am trying to summon a certain demon, one that will bring peace and order to the world. Look at the world. Horrible things happening everywhere. People starting wars over things that are perfectly negotiable and dragging others into their wars as well. The masses refusing to protect themselves from a virus that, while it may not directly kill them, will make them extremely vulnerable to dying. And that is just the most prominent stuff! What this demon will do is end all of it, end all the misery, the human rights abuses, and the pain. This world will be a very happy place once this demon is here.”

Mandatory response: “But what about the hundreds of people who you just killed by turning people into zombies? Shouldn’t they have the right to live in such a utopia as well? They were people, just like you and me. And most of these people were children! They are the future of humanity! And you just killed them without remorse?!”

Layborn: “Oh trust me, I have plenty of remorse about that. It was an incredibly difficult decision to make, sending them to their deaths. But as I said, it will all be worth it. You will see once the demon is here and starts changing the world. Sacrifice the few to save the many. Those people, those kids, will be remembered as the ones who gave their lives to usher in the new, perfect world.”

Mandatory response: “But couldn’t you at least figure out how to do it without the initial death and suffering? Even without questioning the sanity of summoning a demon, you still could have come up with something better.”

Layborn: “There were 14,000,604 other possible ways I could have attempted it, yes, but all of them would have failed one way or another. There was no other way to do this successfully. No way to avoid doing it like this, no way to at least adjust the magic so that it would be random, dispassionate, fair to rich and poor alike. And as for sanity, well, not all demons are actively bad. Some are quite mercenary. You request something to be done for you, they name a price for it. If someone else requests them to not do what you requested, either implicitly or explicitly, the price goes up until one party cannot afford the price anymore. And there is a demon with special powers and constraints to be the middleman for every transaction to make sure all of them are fair.”

Mandatory response: “Even so, you can’t be sure that the demon isn’t just a bigger evil. You don’t know how the demon will bring such peace. The demon might just force us to think we’re happy, but we’re not. Such an illusion is not real peace! It’s just a fake!”

Layborn: “I believe that I made my request specific enough to avoid all that. The demon is bound by the terms of the deal, just as I am bound by the terms of the deal. As such, I am confident that this will work out.”

Mandatory response: “I’m sorry, but I cannot trust your judgement. You didn’t hire lawyers to help you formulate your request, which means he’s going to find a way to screw us all over, one way or another.”

Initiate fight

**Notebook Contents:**

Notebook title: Magic Rituals, Book 1, Chapter 1: Zombie Contagion

My name is Layborn. This notebook is a document of my journey into practicing the magical arts.

“Magic” is defined as a set of actions, involving “magical energy”. Magical energy is self defined.

A “magic ritual” is defined as magic, involving a location prepared with runes.

The zombie contagion ritual uses, as a base, the Eight Trigrams rune set with no gap between the two constituents. The compatible modifications rune set is the Scroll of Seals set. The chant should be done in the Curse Unsealing style.

The recommended modification rune for maximum impact is the Shadow rune. The additional dispersion, along with conservation of power, offered by this rune allows for a huge panic factor with little additional cost.

I will customize the zombie contagion ritual to be compatible with the Six Paths modifications rune set with the aim of using it with the Deva rune. The main constituents of this rune, the Almighty Push and Universal Pull runes, will allow me greater control over the dispersion area.

Test 1: The ritual will first be done with the target area being several mice trapped in a 2 x 2 x 2 foot cage.

Expected results: target area being confined to the exact area of the cage, all mice zombified.

Actual results: area affected by ritual fluctuated from half to twice the expected area. Shape could not be kept consistent. Only 25% of mice were zombified.

Test 500: Test 1 success. All expectations of expected results fulfilled. I will now pay a hunter to track down a herd of wildlife.

Test 501: The ritual will be done with the target area being a grassy area the size of a city block, with 10 deer occupying it.

Expected results: target area being confined to the exact area of the grassy area, all deer zombified, no other fauna zombified.

Actual results: 100% success.

I will now perform the ritual on the real environment: my school.

Notes:

Introduce Asmodeus before Layborn

Introduce Matthew before Layborn

Introduce Matthew fully and Layborn before Tobias confrontation

All spells that have explicitly given activation phrases are from Naruto

14000605 total possibilities from infinity war