

# Alternate Ending Unknown Man



**10 MAG / 1 HP**

You must fight him using MAG.

You must have 2 Keyblades to encounter the Unknown Man.

Losing the battle is -1 HP to you.  
There are no other penalties.

# Alternate Ending Lingering Will



**10 STR / 2 HP**

You will fight him using STR.

Continue combat until LW is defeated or you lose a battle.

Losing a battle is -1 HP.

Before you start the encounter, roll a die:

- 1) All players except you lose 2 HP. If they die this way, they are out of the game.
- 2) You lose 1 HP. If you die this way, you are out of the game.
- 3) Gain 1 STR.
- 4) Lose 1 STR.
- 5) Teleport to a space of your choosing in the outer region. You no longer have to complete any encounters in the inner region.
- 6) Nothing

# Alternate Ending Yozora



**9 STR / 9 MAG / 3 HP**

You will fight him using both STR + MAG.

Continue combat until Yozora is defeated or you lose a battle.

You may sacrifice follower(s) for +1 to your side each.

If you fail combat, roll a die:

- 1) Yozora steals a Keyblade from you and places it in the opponent to your left's starting space. Then teleport to your own starting space. You no longer have to complete any encounters in the inner region.
- 2) Lose your next turn.
- 3) -1 HP.
- 4) -2 HP.
- 5) Gain +1 STR or +1 MAG.
- 6) Yozora turns you to Crystal. You are dead and out of the game.