




SEA OF SOULS

**SUPPLEMENTARY
CONTENT FOR
THE GRIMOIRE OF HEART**

VOLUME V



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Welcome to the Sea of Souls! This document compiles the second 2023 batch of official add-ons released for the [Grimoire of Heart](#) starting from the 4.8.1 update.

This content was written and balanced to be on-par with the core Grimoire content, but can be more mechanically advanced than core content. Make sure your Narrator allows Sea of Souls content before using it.

If you somehow have this document and not the core Grimoire release, you can [download it here](#).

As always, a big thank-you to everyone in [our Discord server](#) for contributing concepts and feedback for the Sea of Souls!

Updated 2023-03-03

Class Variant – Humanity Companions (Shadows)

“REBOOTING. STARTING NEURAL NETWORK... OK. ALL SYSTEMS OK.

What would you like me to become?”

The Metaverse can be a dangerous, deadly place, full of untold secrets and potentially endless power. Exploring it without risking human lives has long been the goal of many scientists, as evidenced by Suppressors and similar advancements in cognitive technology. However, some take a different approach: Creating beings that are half-soul, half-data, programmable and malleable, fully equipped to explore the depths of the human heart and assist humans to achieve their full potential. These are the rare, but notorious, Humanity Companions.

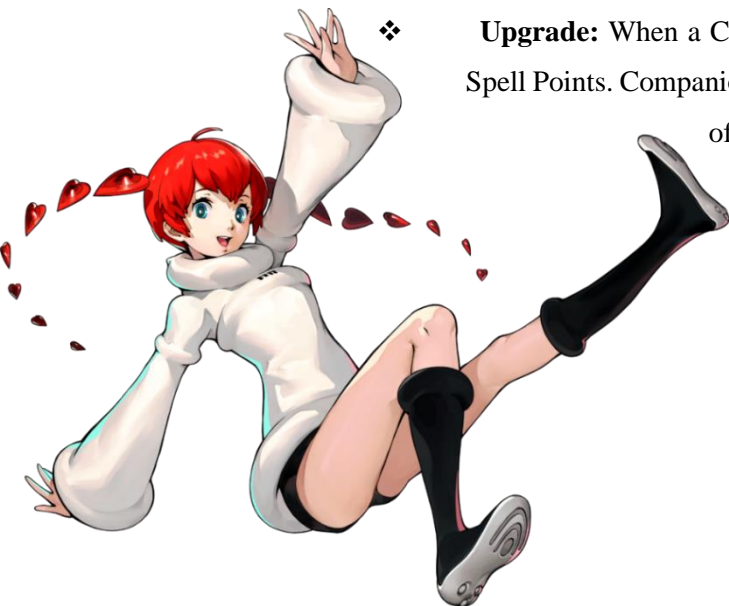
Mechanically, Humanity Companions are treated as Shadow Users, but with the following class features instead of the Shadows’:

- ❖ **Digital Form:** Humanity Companions do not have access to Shadow Users’ distinct forms, but their digital nature allows them to inhabit computers and similar devices for some time. Once per Scene, Humanity Companions can dispel their physical form and inhabit one device they can physically touch. This device must be unlocked, meaning it cannot be secured by any physical locks or passwords before being inhabited. Once inside the device, Companions can remain there indefinitely, inhabiting an idealized space that supplies all their basic needs. The Companion can communicate with the outside world with any outputs in the device, such as screens or speakers, and can opt to leave the device at any time, even if the device becomes locked or damaged.

- ❖ **Cognitive Processor:** Companions have a separate spell deck, independent from their Personae’s. These decks start empty and can be used even if the User can’t currently manifest their Personae. Additionally, Companions start the game with 3 Virtual Spell Points, explained below.

- ❖ **Upgrade:** When a Companion gains a new Character Level, they gain 2 Virtual Spell Points. Companions can use Virtual Spell Points to copy spells from the decks of any other consenting User, and add it to their separate spell decks, ignoring Type restrictions. Companion deck spells can be refunded under the same rules as normal spells, for Virtual SP.

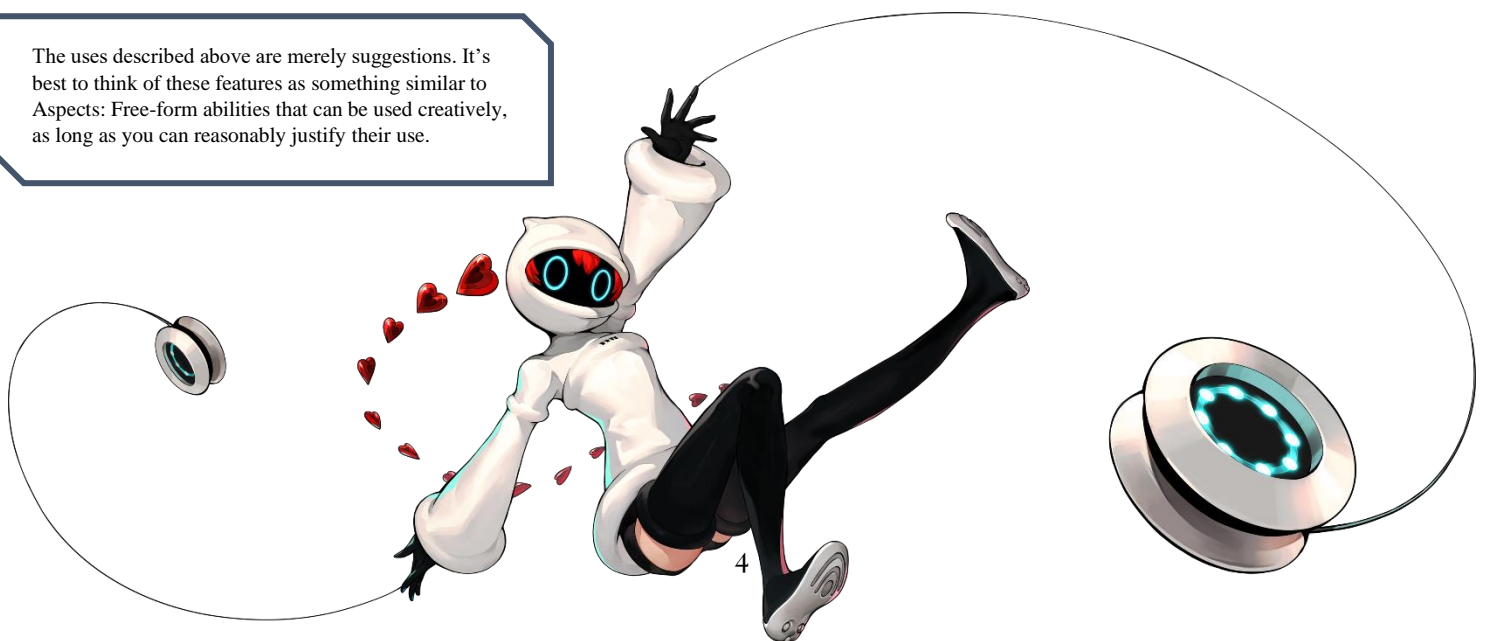
- ❖ **Interface:** The mixed digital-cognitive nature of Companions grants them certain control over their powers: You can Repress 1 Active spell use in either of your decks to apply the effect described on the table in the next page. Unlike other spell-related features, this *can* be used in and out of the Metaverse.





Type	Effect
Physical	Choose one object or structure: You can carve or damage solid materials, while carefully controlling the degree of damage. However, causing structural damage that threatens the object's stability is still possible.
Fire	You can increase the temperature around you, which is generally enough to warm up a small room to an uncomfortable degree, singe flammable objects or overheat electronics.
Ice	You can decrease the temperature around you, which is generally enough to cool down a small room to an uncomfortable degree, freeze small patches of liquid matter or cover small sections of the floor in slippery frost.
Wind	You can control the direction and intensity of the wind, even if you are indoors, and gently influence the weather. Controlling the direction of the wind can also be used to muffle sounds or soften a hard fall.
Thunder	You can temporarily jolt electronic devices into jamming, give batteries some extra charge or drain batteries dry.
Nuclear	You can see through unshielded materials, such as wooden walls or non-reinforced concrete.
PSY	You can perform slight tricks on people and animals, such as drawing their attention to a specific spot, distracting them from their current task, or even scaring them off.
Light	You can intensify light sources to the point of being blinding or temporarily alter someone's perception of brightness and color.
Dark	You can dim light sources to the point of penumbra and mask your position against possible trackers.
Heal	You can repair objects (as long as most parts of them are still present in some capacity), mend clothes, reinforce simple structures or stabilize wounded people.

The uses described above are merely suggestions. It's best to think of these features as something similar to Aspects: Free-form abilities that can be used creatively, as long as you can reasonably justify their use.



Class Variant – Tensei (Beacons)

“Ah, young master! I'm so glad to be able to serve you again! I, Yamaoka, will defeat anyone who would stand in your way!”

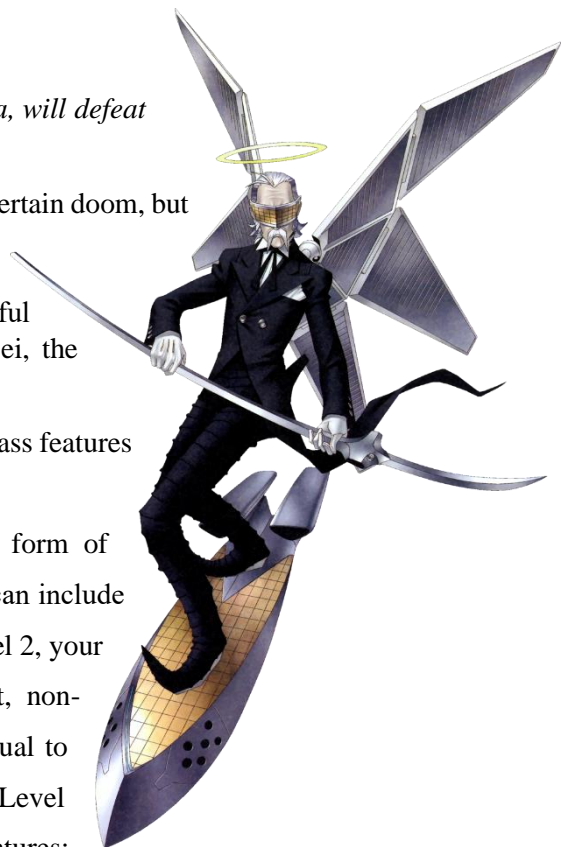
Those with the Potential can come back from grievous injury and certain doom, but Death isn't the end even for those with strong enough wills, regardless of Potential. The urge to protect and remain at a loved one's side can push one's soul to linger in the real world, becoming a guardian angel or a powerful ally. Those who wield these guardians as Personae are known as Tensei, the Reincarnated.

Mechanically, Tensei are treated as Beacons, but with the following class features instead of the Beacons':

- ❖ **I Will Protect You:** Your Starter Persona takes the approximate form of someone you share a strong bond with who's already departed. This can include non-human forms. Each even Character Level you gain, starting at level 2, your Persona subtly grows, gaining new features. Choose a non-Tyrant, non-Ultimate Shadow from the bestiary whose Level is lower than or equal to your Character Level, then your Starter Persona gains SP equal to the Level of Shadow you chose. Once you do that, choose one of the following features:
 - ❖ Choose one Type from the Persona you chose, and add it to the Type list of your Persona. If this would make it so your Persona has more than 4 Types, remove one of your Persona's Types before adding a new one. You still keep spells of that Type;
 - ❖ Choose one Type interaction of that Shadow, except Neutral: Add that interaction to your Starter, then choose another Type and change your Persona's interaction to this second Type to Weak;
- ❖ **Warding Wings:** When creating a Tensei, create an Accessory named *<Starter Persona's> Protection* that only you can equip. Choose one effect below and grant it to your Accessory. You can add extra effects to this Accessory when you reach CLv. 5, 10, 15 and 20. Each effect can only be chosen once, and all effects stack.

+1 to any Combat Skill	+10 HP	+2 Energy
+4 to any Social Skill	Auto-Rakukaja, Sukukaja or Tarukaja	+1 Aspect Point Max.
<Element> Boost	Evade <Element>	+2 Damage Reduction

- ❖ **Final Threshold:** When you start your turn in Death's Door, you can spend 1 Death's Door counter: Until the end of your turn, you cannot be revived, but you can perform a default action normally.



Cosmic Spells

Cosmic spells deal Nuclear damage and are considered Nuclear spells for features that specify spell Types. If an effect or feature affects Nuclear spells, it also affects Cosmic spells. However, effects that specifically denote “Cosmic Category spells” do not affect Nuclear spells that lack this Category.

Most Cosmic spells are centered around a resource called *Stars*. Stars are treated as Counters for features that generically reference Counters. You start each combat with zero Stars and lose unspent Stars when combat ends. Stars are visually represented by small constellations that orbit around the User.

Tier I

Name	Categories	Reach	Effect	Description
Gather the Stars	Cosmic, Star (A)	Caster	Gain 1 Star .	A twinkling light appears around you, connecting to others by a thin glimmering line.
	Time: Default	Duration: Instant		
Candra	Mono, Nuclear, Cosmic (A)	1 target within 8 meters	Hit: MAGd6 Nuclear damage. Spend 1 Star : +1 HDC	A glowing orb emerges from your Persona and fires towards the target.
	Time: Default	Duration: Instant		
Hacandra	Multi, Nuclear, Cosmic (A)	Up to 3 targets within 7 meters	Hit: MAGd4 Nuclear damage. Spend 1 Star to Burst : 2 MAG Nuclear damage.	A void opens over the arena and large glowing spheres rain onto the field.
	Time: Default	Duration: Instant		
Macandra	Area, Nuclear, Cosmic (A)	One target within 7 meters and all adjacent units.	Hit: MAGd4-4 Nuclear damage. Spend 1 Star : Increase the area of damage by 1 meter.	An array of golden stars rotate around you before shooting outwards, chasing down the targets.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Galactic Gleam	Cosmic, Star (A)	Caster	Gain 1 Star .	A twinkling light appears around you, connecting to others by a thin glimmering line.
	Time: Quick	Duration: Instant		
Candralla	Mono, Nuclear, Cosmic (A)	1 target within 8 meters	Hit: MAGd8 Nuclear damage. Spend 1 Star : If this spell defeats the target, recover 1 Energy.	Energy particles gather over your Persona, forming a massive moon-shaped object.
	Time: Default	Duration: Instant		
Hacandralla	Multi, Nuclear, Cosmic (A)	Up to 3 targets within 7 meters	Hit: MAGd4+MAG Nuclear damage. Spend 1 Star to Burst : 2 MAG Nuclear damage.	A crackling rift opens in the sky and fierce meteors rain onto the arena.
	Time: Default	Duration: Instant		



Macandralla	Area, Nuclear, Cosmic (A)	One target within 7 meters and any number of units within 2 meters of that target.	Hit: MAGd4 Nuclear damage. Spend 1 Star : For each target that fails the dodge check for this spell, this spell deals + MAG Nuclear damage.	A beam of golden light washes over you, shooting off luminous shards in all directions.
	Time: Default	Duration: Instant		
Cosmic Melody	Star, Move, Mote, Damage (A)	Up to X unoccupied spaces you can see	Spend X Stars . For each Star spent, select one unoccupied space you can see and place a Stardust Mote in that space. Users who move through a space occupied by a Stardust Mote can choose one of the following effects: You gain SKL extra movement allowance until the end of your turn. or You recover twice the stated HP from the next Recovery effect you receive. This effect lasts for 3 rounds or until it's activated.	Your spells form small spirals of gently floating silver dust that cling to nearby Users.
	Time: Default	Duration: 3 rounds		
Wormhole	Move, Mote (A)	One Stardust Mote you placed	Choose one Stardust Mote you placed through the effect of Cosmic Melody and give it the following effect in addition to its original effects: <i>"If a Shadow moves into this Mote, you can spend your Interrupt action and dispel that Mote to move that Shadow to an adjacent, unoccupied position to any Mote you placed."</i>	Your Stardust Mote gains a wisp of red energy that pulses gently.
	Time: Quick	Duration: 3 rounds		

Tier III

Name	Categories	Reach	Effect	Description
Heavens Divide	Cosmic, Star (A)	Caster	Grant your next Cosmic Spell Critical Margin +1 this turn. If that spell is a Critical hit, gain 1 Star .	You and your Persona are surrounded by a twinkling aura.
	Time: Quick	Duration: Instant		
Candryne	Mono, Nuclear, Cosmic (A)	1 target within 8 meters	Hit: MAGd10+2 Nuclear damage. Spend 1 Star : This spell treats Null, Drain and Reflect as Resist.	An angular celestial body breaks through the atmosphere, slowly crashing against the target
	Time: Default	Duration: Instant		
Hacandryne	Multi, Nuclear, Cosmic (A)	Up to 3 targets within 7 meters	Hit: MAGd8 Nuclear damage. Spend 1 Star to Burst : MAGd6 Nuclear damage.	A dark cloud surrounds the targets. From it, countless rays of light pour fourth.
	Time: Default	Duration: Instant		
Macandryne	Area, Nuclear, Cosmic (A)	One target within 7 meters and any number of units within 2 meters of that target.	Hit: MAGd6 Nuclear damage. Spend 1 Star : Your next damage-dealing Cosmic spell deals X*MAG extra Nuclear damage, where X is the amount of units that took damage from this spell.	A shining celestial body shoots forth, splintering into millions of fragments of burning light.
	Time: Default	Duration: Instant		



Nebula Cloud	Area, Defense, Move (A)	Caster	Spend X Stars : An area of X+1 meters around you is surrounded by cosmic energy. The next spell you cast deals + MAG Nuclear damage for each ally in the nebula. Improve the Nuclear interaction of any number of targets within the Nebula by two "steps" (Weakness - Neutral - Resist - Null - Reflect - Drain).	You are surrounded by a purple-blue cloud of smoke, illuminated by faintly glowing dots.
	Time: Default	Duration: Until the end of your next turn.		
Solar Flare	Mote (A)	Caster	Until the end of this round, you gain the following effect: <i>"If you defeat an enemy with a Cosmic spell, spend 1 Star: Place a Stardust Mote at the position of the defeated target."</i> Motes placed by this effect last until the end of your next turn.	You and your Persona are surrounded by a spiral of glimmering silver dust that coalesces into a Mote if an enemy is defeated.
	Time: Quick	Duration: Instant		

Tier V

Name	Categories	Reach	Effect	Description
Supernova	Mono, Nuclear, Cosmic (A)	1 target within 8 meters	Hit: MAGd12 Nuclear damage. If this spell's damage exceeds the target's HP, spend 1 Star : Recover HP equal to the exceeding damage.	You are enveloped in a burning red aura, as your enemy is surrounded by glowing particles that collapse violently onto themselves.
	Time: Default	Duration: Instant		
Starless Void	Multi, Nuclear, Cosmic (A)	Up to 3 targets within 7 meters	Hit: MAGd10 Nuclear damage. Spend 1 Star : For each target that does not dodge against this spell, this spell gains Critical Margin +1 . This stacks with Buff effects.	A rift cuts through the sky, revealing an alternate space with inverted colors. From it, black spears rain, annihilating all in their wake.
	Time: Default	Duration: Instant		
Born of Stardust	Star, Revive (A)	1 target within 3 meters	When a target enters Death's Door, spend 3 Stars : Target is revived with 50% HP.	As the target is about to collapse, a mass of silver dust and faintly glowing smoke wraps around them, mending their wounds.
	Time: Interrupt	Duration: Instant		

Feats

Name	Effect	Req.
Cosmic Alchemist's Ploy	As a Quick action, you can detonate any number of Stardust Motes you created, and any number of spaces under the effect of a Nebula Cloud you cast. This detonation removes the effect from that space, and applies this Feat's effect to targets in that space and adjacent to that space. For each unit that would be affected by this Feat, choose: ❖ Target recovers HP equal to your MAG. ❖ Target takes Nuclear damage equal to your MAG (no dodge check).	Can only be chosen once. Your Persona must have the Nuclear Type to activate this Feat.
King's Decree	When a Tier II or higher Buff effect on you ends or is removed by a Removal effect, you can spend your Interrupt action and Energy equal to that Buff Effect's Tier: Cast a lower Tier Mono Category Buff effect from your deck.	Can only be chosen once. Your Persona must have the Buff Type to activate this Feat.
Lady's Aromatic	As a Quick action, you can select one Shadow suffering from at least one Status effect: Swap places in the initiative queue with that target. This takes effect at the start of the next round.	Can only be chosen once. Your Persona must have the Status Type to activate this Feat.
Young Prince's Potential	As a Quick action, you can spend one Active spell use from your deck: Recover one use of a Miscellaneous spell in your deck of one Tier higher than the spent use (max. Tier III).	Can only be chosen once.
Palace's Ward	If you Reflect or Drain damage due to the effects of a Defense spell, that spell deals 30% more damage for the purposes of Reflecting and Draining.	Can only be chosen once.





Shadow Hordes

Hordes function similarly to regular Shadows, with a few key differences:

- ❖ Hordes always ignore negotiation and cannot be obtained by Fusion;
- ❖ Hordes are treated as one unit in the initiative queue that can attack a number of times based on their current HP: At 100% HP, they can perform four attacks per turn, losing 1 attack for each 25% HP they lose. Horde HP thresholds are marked in parenthesis next to their max HP;
- ❖ Hordes occupy four adjacent spaces in the map, in any configuration, and always move as one unit. Similar to their attack allowance, Hordes occupy one space less for every 25% HP lost;
- ❖ Casting a Multi spell allows you to select a single Horde as the target two times, while Total spells allow you to select a Horde as the target up to three times. Area spells deal damage to Hordes two times: Once for the main damage, then once for the “adjacent target” damage;
- ❖ Hordes reward 4x the normal Experience Points for their level;

Spirit Horde

Shadow Horde

Level 2

Hit Points 280 (210/140/70)

STR
1

MAG
2

TEC
6

AGI
4

VIT
5

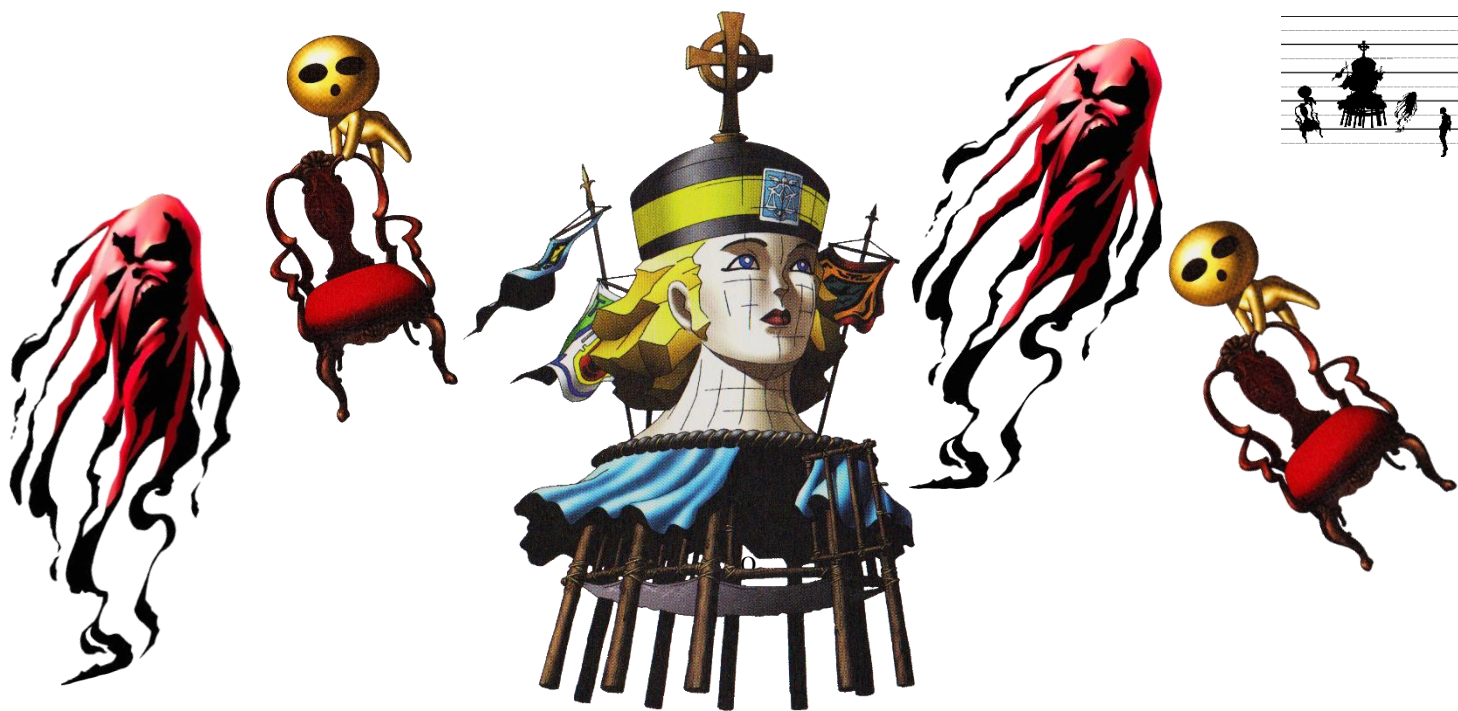
LCK
2



Maeiga: Any number of targets. On hit: 2d4 (5) Dark damage.
At the start of each hit target's next turn, they take 1d4 (2) Dark damage.

Rush of the Phantasms: One target within 6 meters. On hit: 2d4+TEC (11) Fire damage.

A group of evil ghosts said to have all drowned in the same pond. If the rumors are true or if these Shadows were created by the faith surrounding the rumor is still unclear.





Element Horde

Shadow Horde

Level 4

Hit Points: 432 (324/216/108)

STR
1

MAG
6

TEC
5

AGI
3

VIT
6

LCK
2



Resist



Resist



Resist



Resist



Weak



Weak



Weak



Weak

Singing Flame: One target within 6 meters. On hit: 6d6 (21) Fire damage and target suffers -1 STR, -1 MAG for 3 rounds.

Crushing Ice: One target within 6 meters. On hit: 6d6 (21) Ice damage and target suffers -1 TEC, -1 AGI for 3 rounds.

Sweeping Wind: One target within 6 meters. HDC +1. On hit: 6d6 (21) Wind damage.

Exposing Thunder: One target within 6 meters. On hit: 6d6 (21) Thunder damage and target suffers Fortify All -4 for 3 rounds.

A group of mindless elemental constructs guided by a wise Mercurius. It's said that, if left to their own devices, this Horde could acquire enough power to create an extremely powerful breed of Element.





Demonstrators

Shadow Horde

Level 8

Hit Points: 528 (396/264/132)

STR
7

MAG
1

TEC
6

AGI
1

VIT
6

LCK
2



Repel



Repel



Null

Panic Caster: Demonstrators deal 20% more damage for 3 rounds but cannot move from their current position. This is a Buff effect. At the end of each round under this effect, if Demonstrators did not cast one of their spells this round, they lose 50 HP (no check).

Barrage: Any number of targets within 6 meters. On hit: 7d4 (17) Physical damage.

Riot Response: One target within 4 meters. On hit: 7d8 (31) Thunder damage and 5TEC% (30%) Shocked chance.

The Boot: One Shocked target. Does not check for dodge. Critical Margin +2. On hit: 7d10 (38) Physical damage.

A gathering that strikes fear in the hearts of people. They appear when the economy is on the decline or when a major incident occurs. Since the beginning of humanity, creatures of this sort have been too abundant to be worth mentioning. They gather and yell out their doctrines and assertions, confusing people, but in the end, they just want to make noise.



NYX







Nyx (Tyrant)

All Is Revealed – Nyx's power is split between 14 different forms. Nyx starts with Arcana 0 - The Fool. Each time it's reduced to 0 HP, it progresses to the next Arcana, being healed to full HP and changing moves accordingly.

Nyx always has two turns per round and uses its MAG value for both STR and MAG checks.

STR	MAG	TEC	AGI	VIT	LCK
1 (13)	13	10	9	6	2

Almighty Attack: One target Nyx can see. On hit: 13d6 (45) Almighty damage. This replaces Nyx's basic attack and can be used under all Arcana except Fool.

The personification of death and harbinger of The Fall, an apocalyptic event that would lead to the ceasing of life across the entire planet.



o – The Fool

*"The moment man devoured the fruit of knowledge, he sealed his fate...
Entrusting his future to the cards, man clings to a dim hope."*

Hit Points: 500

Smile Arrogantly: Nothing happens.



I – The Magician

"Attaining one's dream requires a stern will and unfailing determination."

Hit Points: 500



Drain

Ha Agidyne: Two targets within 10 meters. On hit: 13d10+10 (81) Fire damage.

Maragidyne: Any number of targets. On hit: 13d8+10 (63) Fire damage.

Fire Break: One target Nyx can see has its Fire interaction changed to Neutral for 3 rounds. This is not a Debuff.



II – The Priestess

"The silent voice within one's heart whispers the most profound wisdom."

Hit Points: 500



Drain

Bufudyne: One target within 10 meters. On hit: 13d12+10 (94) Ice damage.

Ice Break: One target Nyx can see has its Ice interaction changed to Neutral for 3 rounds. This is not a Debuff.



III – The Empress

"Celebrate life's grandeur... Its brilliance... its magnificence..."

Hit Points: 500



Drain

Garudyne: +1 HDC. On hit: 13d12 (84) Wind damage.

Ha Garudyne: +1 HDC. Two targets within 12 meters. On hit: 13d10 (71) Wind damage.

Wind Break: One target Nyx can see has its Wind interaction changed to Neutral for 3 rounds. This is not a Debuff.



IV – The Emperor

"Only courage in the face of doubt can lead one to the answer..."

Hit Points: 500



Drain

Ziodyne: One target within 10 meters. On hit: 13d12 (84) Thunder damage and 70% Shocked chance.

Maziodyne: Any number of targets. On hit: 13d8 (53) Thunder damage and 30% Shocked chance.

Thunder Break: One target Nyx can see has its Thunder interaction changed to Neutral for 3 rounds. This is not a Debuff.



V – Hierophant

"It is indeed a precious gift to understand the forces that guide oneself..."

Hit Points: 500

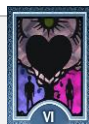


Drain

Revolution: All units in combat gain +2 Critical Margin for 3 rounds. This is a Buff effect.

Fatal End: One target within 10 meters. This attack rolls for Critical Hits without spending Luck Charges. On hit: 13d10 (71) Physical Damage

Vile Assault: Any number of targets. This attack rolls for Critical Hits without spending Luck Charges. On hit: 13d8 (53) Physical damage.



VI – Lovers

"There is both joy and wonder in coming to understand another..."

Hit Points: 500



Drain

Holy Arrow: One target within 10 meters. On hit: 13d10 (71) Physical damage and 70% Charmed chance.

Marin Karin: One target Nyx can see. 80% Charmed chance.

Tentarafoo: Any number of targets. 40% Panicked chance.



VII – Chariot

"One of life's greatest blessings is the freedom to pursue one's goals."

Hit Points: 500



Drain

Power Charge: The next Physical attack Nyx declares deals 2x damage.

God's Hand: One target within 10 meters. On hit: 13d10 (71) Physical damage.

Heat Wave: Any number of targets. On hit: 13d8 (52) Physical damage.



VIII – Justice

"To find the one true path, one must seek guidance amidst uncertainty..."

Hit Points: 500



Drain



Reflect

Hamaon: One target Nyx can see loses 40% of its current HP (Light damage)

Mahama: Any number of targets lose 20% of their current HP (Light damage)



IX – Hermit

"It requires great courage to look at oneself honestly, and forge one's own path..."

Hit Points: 500



Drain



Reflect

Makarakarn: Nyx gains Reflect Elements until the end of the round.

Mudoon: Instantly kills one target whose HP is below 50% of its maximum.

Poisma: One target within 10 meters. 90% Poisoned chance.



X – Fortune

"Alongside time exists fate, the bearer of cruelty."

Hit Points: 500



Drain

Ha Agidyne: Two targets within 10 meters. On hit: 13d10+10 (81) Fire damage.

Bufudyne: One target within 10 meters. On hit: 13d12+10 (94) Ice damage.

Garudyne: +1 HDC. On hit: 13d12 (84) Wind damage.

Ziodyne: One target within 10 meters. On hit: 13d12 (84) Thunder damage and 70% Shocked chance.



XI – Strength

"Only with strength can one endure suffering and torment."

Hit Points: 500



Drain

Power Charge: The next Physical attack Nyx declares deals 2x damage

Marakundyne: Any number of targets suffers Fortify All -24 for 3 rounds.

Deathbound: Any number of targets. On hit: 13d8 (52) Physical damage.



XII – Hanged Man

"In the face of disaster lies opportunity for renewal."

Hit Points: 500



Resist

Mind Charge: The next Fire, Ice, Wind, Thunder or Almighty spell Nyx casts deals 2x damage.

Megidola: Any number of targets. On hit: 13d8 (52) Almighty damage.

Mudoon: Instantly kills one target whose HP is below 50% of its maximum.

Evil Touch: One target Nyx can see. 80% Fearful chance.



XIII – Death



*The moment man devoured the fruit of knowledge, he sealed his fate...
Entrusting his future to the cards, man clings to a dim hope.
Yet, the Arcana is the means by which all is revealed...
Beyond the beaten path lies the absolute end.*

It matters not who you are...”

“... Death Awaits You.”

Once Nyx's Hanged Man Arcana is defeated, it immediately starts a new round bearing the Death Arcana. As the Death Arcana, Nyx has 1000 HP, instead of the usual 500, and immediately casts Moonless Gown as its Interrupt action.

When Nyx's HP reaches 500 or less, it immediately casts Night Queen as its Interrupt Action.

Hit Points: 1000

Element Break: One target Nyx can see has its interaction to Fire, Ice, Wind or Thunder reduced to Neutral for 3 rounds.
This is not a Debuff effect.

Mind Charge: The next Fire, Ice, Wind, Thunder or Almighty spell Nyx casts deals 2x damage.

Dekaja: Removes all Buff effects from combat.

Dekunda: Removes all Debuff effects from Nyx.

Marakundyne: Any number of targets suffers Fortify All -24 for 3 rounds.

Poisma: One target within 10 meters. 90% Poisoned chance.

Ha Agidyne: Two targets within 10 meters. On hit: 13d10+10 (81) Fire damage.

Bufudyne: One target within 10 meters. On hit: 13d12+10 (94) Ice damage.

Garudyne: +1 HDC. On hit: 13d12 (84) Wind damage.

Ziodyne: One target within 10 meters. On hit: 13d12 (84) Thunder damage and 70% Shocked chance.

Nyx can only cast each of its Hetelic Actions once.

Moonless Gown: Nyx changes all its Type interactions to Reflect and gains Reflect Almighty for 3 rounds.
This is not a Buff effect.

Night Queen: All units in combat, except Nyx.

On hit: 13d10 (71) Almighty damage. On dodge: Target takes 6d10 (33) Almighty damage.

Regardless of dodge, success, each target must roll 1d6 and apply the following effect according to the result:

1: 100% Charmed chance

2: 100% Panicked chance

3: 100% Fearful chance

4: 100% Stunned chance

5: 100% Slowed chance

6: 100% Poisoned chance.



Shadows

Nickelwise

XV – The Devil

Dispositions:

Insane



Level 1

Hit Points: 56

Spell Card: Cleave (T1 Physical)

Types



Rumor Skill: **We All Float** – You can fall from great heights and land softly and without lasting damage.

STR

4

MAG

1

TEC

5

AGI

2

VIT

4

LCK

4



Resist



Weak



Weak



Weak



A Shadow said to be a powerful alien entity who can embody whatever form terrifies humans most at any given time.

Bite: One target within 6 meters. On hit: Nickelwise moves to a position adjacent to the target and deals 4d4-3 (7) Physical damage. Until the end of Nickelwise's next turn, the target cannot move from its current position and suffers -1 DDC.

Drag Away: One adjacent target. Nickelwise performs its full movement action while casting this spell, while dragging the target along with it. The target takes 1 Wind damage for each meter moved this way.



Sadaco

III – The Empress

Dispositions:

Aggressive



Level 2

Hit Points: 42

Spell Card: Kouga (T1 Light)

Types



Natural Skill: **Spiral** – Once per day, activate the following effect: At the start of each of your turns, gain one Grudge Counter. As a Quick action, you can spend all your Grudge Counters to gain Critical Margin +1 for each Counter spent this way for the next attack you declare this round.

STR

1

MAG

3

TEC

6

AGI

4

VIT

3

LCK

2



Resist



Resist



Weak



Weak

Into the Well (P): As its Interrupt action, Sadaco can target one Shadow within TEC (6) meters and move that Shadow to a position adjacent to Sadaco. If this moves the Shadow outside of the range of an attack it's a target of, they automatically dodge that attack.

Flux: One target within 7 meters. HDC +1. On hit: Deals Light damage equal to the difference between Sadaco's hit roll and the target's dodge roll, multiplied by 2.

Rake: Up to three targets within 7 meters. On hit: 3d4-3 (4) Ice damage. Damage dealt by this spell cannot be healed until the end of combat.

A ghost from an old legend, said to be a young girl who was killed and hidden in a well.