



# ***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 4.7.X 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 2023-02-17

# 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

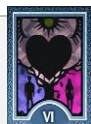


Drain

**Revolution:** All units in combat gain +2 Critical Margin. 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.

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.