



# ***SEA OF SOULS***

**SUPPLEMENTARY  
CONTENT FOR  
THE GRIMOIRE OF HEART**

**VOLUME VII**





Huge thank-you to our *Tyrant* Patrons:

**Cr-ho Frost**

**Silver Foxy**

**Misery**

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**Insanity**

**Alaendin**

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**RD**

**This book's index can be found at the last page.**

This book includes illustrations some readers may find disturbing or inappropriate. A few illustrations contain sparse, non-sexual depictions of partial nudity or sexual symbolism, religious symbolism from several mythologies and religions, and references to death, and real-world hate groups.

Exercise caution if these subjects are uncomfortable to you.

Welcome to the Sea of Souls! This document compiles the fourth 2023 batch of official add-ons released for the [Grimoire of Heart](#) starting from the 4.9.6 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!

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## Ruin Spells



Ruin spells are Status Type spells, and are considered Status spells for features that specify spell Types. If an effect or feature affects Status spells, it also affects Ruin spells where applicable. However, effects that specifically denote “Ruin Category spells” do not affect Status spells that lack this Category.

**Defile** is a new keyword that applies its stated effects to the next Physical, Element, Light or Dark spell the User casts. Once you cast a spell that gives you a Defile effect, that effect is “memorized” until you choose to apply it to a valid spell or combat ends. If you were to memorize a second Defile effect while you have one memorized, you must choose one to keep memorized, and lose the other.

Effects applied by Defile are not Buff effects. Spells that declare more than one hit against the same target or cast other spells only apply a Defile effect to the first hit of that spell.

### Tier I

Name	Categories	Reach	Effect	Description
<b>Vis</b>	Defile, Status (A)	Caster	<b>Defile:</b> If this attack has a chance to cause a <b>Status</b> , increase that chance by <b>5%</b>	Your Persona’s armaments are coated in a glowing purple aura.
	Time: Quick	Duration: Instant		
<b>Dur</b>	Defile, Suku, Status (A)	Caster	<b>Defile:</b> You gain <b>+1 TEC</b> to hit with this attack.	Your Persona rises higher, gaining an advantage point over the Shadows.
	Time: Quick	Duration: Instant		
<b>Bhan</b>	Defile, Heal, Status (A)	Caster	<b>Defile:</b> If this spell slays an enemy, you recover <b>PLv. HP</b>	When you defeat a Shadow, it collapses into dark-red energy that flies towards you.
	Time: Quick	Duration: Instant		
<b>Dhakka</b>	Defile, Move, Status (A)	Caster	<b>Defile:</b> Move the target up to <b>TEC/2</b> meters in any direction.	Translucent tentacles spring from the ground and drag the target along.
	Time: Quick	Duration: Instant		

### Tier II

Name	Categories	Reach	Effect	Description
<b>Vissa</b>	Defile, Status (A)	Caster	<b>Defile:</b> If this attack has a chance to cause a <b>Status</b> , increase that chance by <b>10%</b>	Your Persona is surrounded by a murky afterimage that follows its every move.
	Time: Quick	Duration: Instant		
<b>Durba</b>	Defile, Suku, Status (A)	Caster	<b>Defile:</b> You gain <b>+2 TEC</b> to hit with this attack.	Targets of your attacks are highlighted with a shining outline.
	Time: Quick	Duration: Instant		
<b>Bhanj</b>	Defile, Heal, Status (A)	Caster	<b>Defile:</b> If this spell slays an enemy, you recover <b>2*PLv. HP</b>	Slaying a Shadow makes it shatter into pieces, infusing you with glowing energy.
	Time: Quick	Duration: Instant		
<b>Mandra</b>	Defile, Removal, Status (A)	Caster	<b>Defile:</b> Remove all <b>Buff</b> effects from the target.	Your strikes send a jolt of cleansing energy through the target.
	Time: Quick	Duration: Instant		



<b>Jaldee</b>	Defile, Status (A)	Caster	<b>Defile:</b> Until the end of your next turn, decrease the target's total Movement Allowance by half. This turn, you gain extra Movement Allowance equal to the decreased amount.	A chain wraps around your target's limbs and you leave glowing footprints in your wake.
	Time: Quick	Duration: Instant		

### Tier III

Name	Categories	Reach	Effect	Description
<b>Visdyne</b>	Defile, Status (A)	Caster	<b>Defile:</b> If this attack has a chance to cause a <b>Status</b> , increase that chance by <b>15%</b>	Your Persona is followed by a massive specter that crashes down onto the enemies.
	Time: Quick	Duration: Instant		
<b>Durdyne</b>	Defile, Suku, Status (A)	Caster	<b>Defile:</b> You gain <b>+3 TEC</b> to hit with this attack.	Several mirror images of your Persona appear around the arena, facilitating an ambush by the real version.
	Time: Quick	Duration: Instant		
<b>Bhandyne</b>	Defile, Heal, Status (A)	Caster	<b>Defile:</b> If this spell slays an enemy, you recover <b>2*PLv. HP</b> and recover <b>1 Energy</b> .	Your Persona leaps forward and tears a writhing mass from within the Shadow, crushing it underfoot.
	Time: Quick	Duration: Instant		
<b>Laish</b>	Defile, Area, Status (A)	Caster	Can only apply to Mono Category spells. <b>Defile:</b> If this spell hits, deal half the rolled damage to any number of adjacent targets to the unit.	A sphere of energy gathers over the original target and bursts violently, briefly covering the area around it.
	Time: Quick	Duration: Instant		
<b>Ilma</b>	Defile, Heal, Buff, Status (A)	Caster	<b>Defile:</b> Until the end of your next turn, targets gain the following Condition: <i>Cannot benefit from Buff effects, cannot recover HP.</i> Against targets with Hetelic Resistances, apply the following Condition instead: <i>Effects that recover HP recover 50% less than the stated amount.</i>	A translucent green arrow forms above you and pierces the target, leaving a lingering smoking trail that clings to the target.
	Time: Quick	Duration: Instant		

### Tier V

Name	Categories	Reach	Effect	Description
<b>Rhajayata</b>	Defile, Luck, Status (A)	Caster	This effect can only apply to spells that roll to hit and deal damage.	You are surrounded by razor-sharp blades that fly off and slice into targets from all sides.
	Time: Quick	Duration: Instant	<b>Defile:</b> Remove up to <b>1d4 Luck Charges</b> from the Target. Against Tyrants, this has a <b>2TEC%</b> chance to remove one Hetelic "use" from the Tyrant for this round. A Tyrant can only lose Hetelic Uses this way once per round.	





## Feats

Name	Effect	Req.	Additional
<b>Sorceress Beneath the Ruins</b>	While you have a Defile effect memorized and you would cast a spell that cannot benefit from your Defile effect, you can spend 1 Energy and forget the Defile effect to increase the damage of that spell by 10%. This is applied first in damage calculation.	Can only be activated if your active Persona possesses the Status Type	Can only be chosen once.
<b>Wealth of Lotus</b>	Buff effects applied to you last one turn more than their stated duration.	CLv. 6 or higher	Can only be chosen once.
<b>Bloodstained Eyes</b>	When you are targeted by an attack, decrease that unit's TEC for that attack by 1 for each Status effect that unit is suffering from. This applies to the hit roll for every target and stacks with Debuff effects, but not with other instances of Bloodstained Eyes.		Can only be chosen once.
<b>Crisis Control</b>	You take 20% less damage you're Weak against, but 10% more damage you're Neutral against.	VIT 6	Can only be chosen once.



## Shadow Gear

Shadows are cognitive beings, born of human thought and generally not possessing a physical form that could be manifested in the Universe. However, through a similar process to the one that Shadow Users undergo, Shadows can manifest a fraction of their power into objects that can be worn by Users and taken into the real world.

Mechanically, “Shadow Gear” behaves like any other item, but it cannot be acquired in any shops, even if an effect would cause a shop to appear carrying more items than usual, such as Rumor effects. Rather, Shadow Gear is obtained by negotiating with Shadow listed in the “Shadow(s)” column below, and triggering the highest possible reward tier, wherein a User can forego gaining a Persona or a Skill Card to instead gain one piece of Shadow Gear. Narrators are encouraged to inform the players if Users enter combat against a Shadow who carries Shadow Gear.

Shadow Gear can be equipped or consumed by any User, even those who haven’t gained the item from negotiation, and can be sold for RP equal to half the “RP” reward stated in the negotiation table. Users can own more than one piece of each Shadow Gear item if they encounter more than one valid Shadow, even if two or more of the same Shadow are encountered.

## Weapons

Name	Damage	Reach	Extra	Description	Shadow(s)
<b>Singed Lyre (Bow)</b>	STRd4	1-4	Cast Tarunda (T1 Debuff)	A tall and sleek instrument that can produce slow-moving energy waves.	Orpheus – Lv.1 (Sea of Souls V)
<b>Beast of the Labyrinth (Gloves)</b>	STRd6	1	The first basic attack you declare with this weapon is considered a Quick action.	A pair of gauntlets adorned with horns, fastened to the wielder’s arms by thick dark chains.	Asterius – Lv.9 (Sea of Souls V)
<b>Suspicious Scythe (Polearm)</b>	STRd6 + VIT	1-2	Snipe 1, Transfer	A peculiar scythe that’s <i>precisely</i> 5ft long. Wielding it seems to put a melody in your head you can’t quite remember.	Macabre – Lv.10 (Sea of Souls I)
<b>Bell of Entombment (Dagger)</b>	STRd6+6	1-3	Deals Light Type damage	A simple golden bell that makes no sound at all if not rang intentionally.	Daisoujou – Lv.11 (Core)
<b>Rites of Moloch (Grimoire Chapter)</b>	Fire Type	N/A	+1 Critical Margin for each Status the target is currently afflicted with.	Dark red pages describing how to contact powerful demons.	Moloch – Lv.16 (Core)
<b>Gae Bolg (Polearm)</b>	STRd10 + AGI	1-3	Move AGI, Wind Affinity +1	A long silver spear with a barbed blade and gaps that howl when the weapon is swung.	Cu Chulainn – Lv.17 (Core)
<b>Throne to Sloth (Shield)</b>	STRd10 + 7	1	Reflect Status	A pristine toilet bowl with a self-warming seat.	Belphegor – Lv.17 (Core)



## Armor

Name	DR	Bonus	Notes	Shadow(s)
<b>Fur Coat</b>	2	Auto-Sukukaja (T1 Buff)	A sleeveless coat made from artificial fur, clearly cherished by its previous owner.	Nekomata – Lv.5 (Core)
<b>Binding Rope</b>	5	+1 STR	Traditional ritual ropes wound tightly around the wearer, inspiring them with ancient might.	Takeminakata – Lv.7 (Core)
<b>Traje de Luces</b>	4	Evade Physical 1	Vividly colored, tight-fitting clothes made to draw the attention of the crowd.	Matador – Lv.10 (Core)
<b>Midsummer Night's Gown</b>	5	Fortify Wind MAG. Users adjacent to you gain Fortify Wind MAG.	A green dress decorated with golden filigree that sways gently even when there's no wind.	Titania – Lv.11 (Core)

## Accessories

Name	Effect	Description	Shadow(s)
<b>Spiked Collar</b>	+VIT Max HP, you recover 10% more HP from all sources.	A black collar decorated with large, sharp spikes and the first link to a broken chain.	Garm – Lv.5 (Sea of Souls VII)
<b>Chilled Hat</b>	Ice Affinity +1, Fire Affinity -1	An iconic blue cap that's just cool enough to be comfortable in all situations.	Jack Frost – Lv.3 (Core)
<b>Banner of Mourning</b>	+2 Energy. At the start of combat (Interrupt): You can place 1 Ofuda on one target within TEC meters.	A tall flag depicting a scene of worship. In the Metaverse, you can faintly see specters floating around the flag.	Tokisada – Lv.9 (Sea of Souls V)
<b>Gloves of Inaba</b>	You can spend 2 Buildup Counters (Quick): Recover 10% of your maximum HP.	Soft gloves made from patchwork furs.	Hare of Inaba – Lv.11 (Core)
<b>Heart of Despair</b>	Once per day, when you enter Death's Door, you can choose to revive yourself with 1 HP. Effects from entering Death's Door still apply.	An unsettling “bouquet” constructed out of heavy black fabric and the bones of unknown creatures that follows the wielder, floating ominously.	Hades – Lv.13 (Sea of Souls V)
<b>Protective Hat</b>	+1 Charm Tier, +1 Expression Tier -2 Discipline Tier	A golden cone-shaped hat that can conceal any number of improprieties.	Mara – Lv.15 (Core)
<b>Clockwork of Greed</b>	Basic attacks you declare deal +1 damage on hit for each RP you're currently holding.	A circular golden machine that kept a dragon alive after its heart was consumed by greed.	Fafnir – Lv.15 (Sea of Souls I)

## Consumables

Name	Effect	Description	Shadow(s)
<b>Sanctified Feather</b>	At the end of each of the target's turns, they recover 10 HP. This is not a Buff effect, and lasts for 3 rounds.	An orange plume that glimmers in the sunlight.	Phoenix – Lv.5, Suzaku – Lv.3 (Core)
<b>Lobster Tail</b>	You gain <i>Resist</i> against the next instance of damage you take in this combat. This can give you <i>Resist Almighty</i> .	Warm, delicious, smelling faintly of lemon and butter.	Dead Lobster – Lv.2 (Sea of Souls II)
<b>Forbidden Apple</b>	Until the end of the current Scene: +2 Knowledge Tier, but you cannot invoke or compel Aspects. Aspects can still be compelled by the Narrator. Cannot be used during combat.	A crisp, almost cartoonishly idealized apple. Perfect... <i>Alluring</i> .	Adam, Eve – Lv.7 (Sea of Souls IV)



## Shadows



### Garm

IX – Hermit

Level 5  
Hit Points 72

Spell Card: Magna (T1 Earth, Sea of Souls III)

Skill Bonus: 1 STR

Natural Skill: **Flame Eater** – If you would take Fire damage, you instead regain HP equal to half of the damage and gain +1 STR, +1 TEC for 3 rounds. This is a Buff effect.

STR	MAG	TEC	AGI	VIT	LCK
6	1	6	4	4	2



Resist



Weak

**Fierce Bite:** One target within 5 meters. Garm moves to a position adjacent to the target when this spell is cast. On hit: 6d6 (21) Physical damage and applies the Bitten condition to the target.

**Flame Breath:** Up to three targets within 5 meters. On hit: 6d4 (12) Fire damage. If any targets are adjacent to Garm when this spell is cast, they have -2 DDC against this attack.

**Sharp Fangs (P):** Bitten is a condition that can be applied to Users through the effect of Fierce Bite. Each Garm can only apply Bitten to one target at a time. Bitten targets take 1d4 (2) Physical damage for each meter they move or are moved, and Garm is automatically moved to a position adjacent to the Bitten User whenever they move. If Garm cannot be placed in an adjacent space, remove Bitten from that User.

The hound who guards the entrance to Hel's halls. When Ragnarök starts, he'll break free from his duties and slay Tyr.

### Myrmecoleon

XVII – The Star

Level 7  
Hit Points 110

Spell Card: Vile Breath (T2 Status)

Skill Bonus: 1 STR

Natural Skill: **Versatile Stomach** – Consumables used on yourself recover 10 HP, in addition to their stated effects.

**Wind Rush:** Up to 1d6 targets within 5 meters. On hit: 6d6 (21) Wind damage. If the number of targets rolled is greater than the number of Users in range, Myrmecoleon might choose the same target up to two times each.

**Toxic Bite:** 15+5TEC% (55%) Poisoned chance. Targets Poisoned by this spell suffer Wind Affinity -1 until they're healed of Poisoned.

A beast that's half lion, half ant. Since its lion half is carnivorous and its ant half is herbivorous, it cannot eat and thus has a short lifespan.

Types



STR

6

MAG

1

TEC

6



Null

Dispositions:

Friendly, Anthropophagous



AGI

4

VIT

4

LCK

2





# Depth

Human

Level 11

Hit Points 312

Does not respond to negotiation

STR	MAG	TEC	AGI	VIT	LCK
7	1	3	1	12	2



Resist



Resist



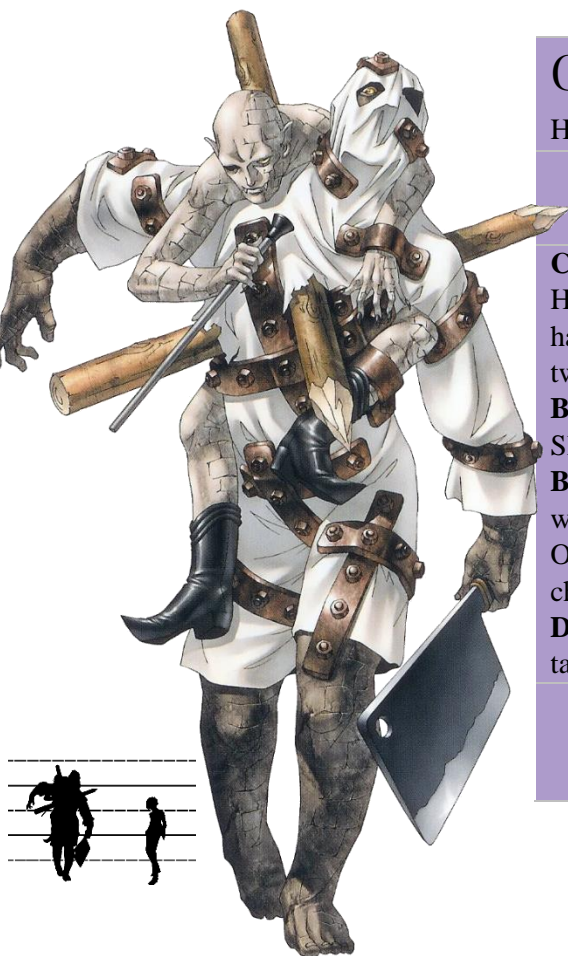
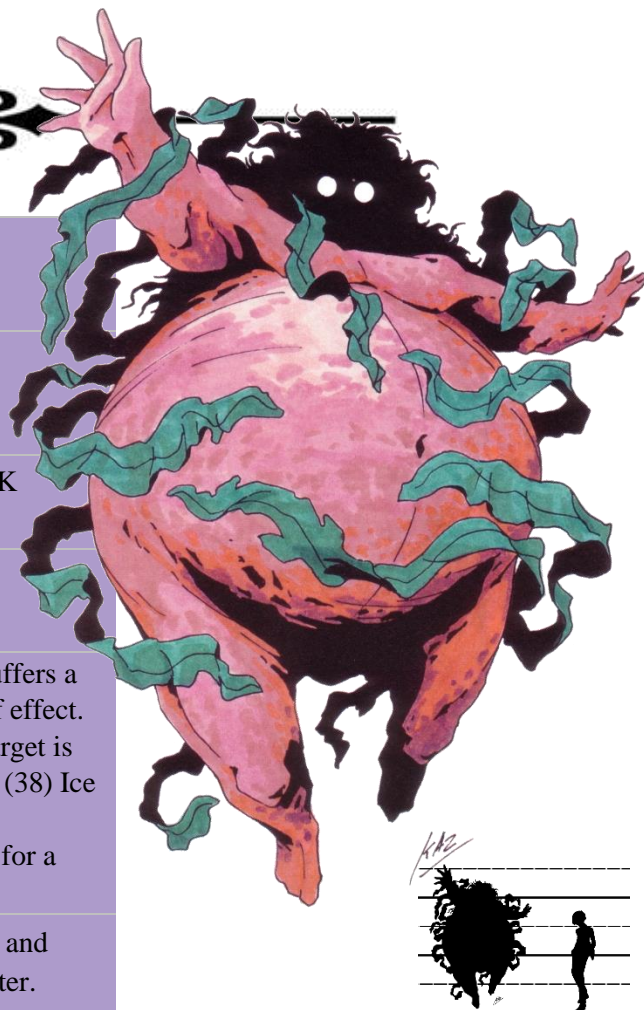
Weak

**Drowning Agony (P):** Every time Depth deals damage to a User, that User suffers a -1 TEC, -1 AGI penalty. This lasts until the end of combat and is not a Debuff effect.

**Death Touch:** One target within 10 meters. When this spell is declared, the target is moved 1d8 meters towards Depth regardless of the dodge result. On hit: 7d10 (38) Ice damage and Depth restores HP equal to half of the rolled damage.

**The Flood:** Any number of units adjacent to Depth. This spell does not allow for a dodge check. 7d6 (24) Physical damage.

A civilian who was punished by God during a great flood. They drowned and disappeared into the sea, but found their way back to land many years later.



## Golem

Level 11

Hit Points 182

Human

Does not respond to negotiation



Null



Weak

STR	MAG	TEC	AGI	VIT	LCK
7	1	3	1	12	2

**Conjoined (P):** Golem takes half damage from all instances of damage. When Golem's HP reaches 90 or less, it loses access to Blow Dart, has its MAG score decreased to 1, has its Movement Allowance set to 10 per round, suffers the Enraged Status, and can act two times per round. Enraged applied by this effect cannot be removed in any way.

**Blow Dart:** One target Golem can see. On hit: 7d10 (38) Physical damage and 50% Slowed chance.

**Brutal Rush:** Any number of targets between Golem and one point within X meters, where X is his Movement Allowance (4, or 10 if under the second effect of Conjoined). On hit: 5d8 (22) Physical damage, 25% Knockdown chance, and Golem is moved to the chosen point.

**Devour:** One Knocked Down Golem can see. Golem moves to a position adjacent to that target, and that target enters Death's Door. This is a Dark Type Death Category Effect.


Two old friends who were tortured by an evil scientist and joined together through a dark ritual. The process destroyed both minds, so now they wander aimlessly causing mayhem.







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