

# ***SEA OF SOULS***

**SUPPLEMENTARY CONTENT FOR  
THE GRIMOIRE OF HEART**

**VOLUME VIII**





Huge thank-you to our *Tyrant* Patrons:

**Silver Foxy**

And a big thank-you to our *Velvet Guest* Patrons:

**Amaterasu**

**Janildo Dantas**

**Matthew**

If you would like to contribute to future Grimoire developments, check out

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**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 first 2024 batch of official add-ons released for the [Grimoire of Heart](#) starting from the 4.13 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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## Class Variant – Wild Q (Wildcards)

*“As I thought, you sense something as well...  
I look forward to the story that the strands of fate will weave.”*

The Wildcard’s potential is often described as the “Power of Zero”, an emptiness that enables its wielder infinite possibilities, as long as this power is honed responsibly. Wildcards thrive forging strong bonds and sharing their lives with others, which in some rare cases can trigger a peculiar phenomenon: A Wildcard’s power, particularly in times of cognitive instability, can “bleed into” others, granting a part of their power and a unique set of skills to all involved.

Mechanically, Wild Qs are considered Wildcards, but with the following Class Features instead of the Wildcards’:

- ❖ **Maze of Life:** Much like the original Wildcard Users, Wild Qs can obtain Personae by negotiating with Shadows. Standard negotiation rules apply, and Wild Qs are subject to the same stock limitations as Wildcards (by default, eight Personae including their Starter);
- ❖ **Light the Fire:** Wild Qs cannot switch active Personae, being limited to using their Starter. However, the vestigial power of the Wildcard allows them to equip a “Sub-Persona” by drawing upon part of the powers of the new Personae to bolster their Starter. As a **default** action, or once per Scene, a Wild Q can equip any Persona in their stock, except their Starter, as a Sub-Persona. When you do, you can access the Sub-Persona’s Natural Skill, and one of the following benefits (chosen whenever you switch to a different Sub-Persona):
  - Choose up to four spells from your Sub-Persona. Those spells are considered to be part of your Starter Persona’s deck as long as that Sub-Persona is equipped to you. This can be done even if those spells would exceed your Persona’s limit of 16 spells. Chosen spells must obey normal spell deck limitations, such as no repeated Unique Category spells;
  - Choose up to three Affinities from your Sub-Persona, except Neutral Affinities, and overwrite your Starter Persona’s Affinities with the chosen. This is not a Buff effect and remains active as long as that Sub-Persona remains equipped.
  - Note that switching Sub-Personae in combat is always considered a **Default** action, ignoring the effects of “*The Other Cheek*” and similar effects.
- ❖ **Longing and Instinct:** The Wild Q’s unique way of manifesting Personae grants them a subtle advantage in negotiating with Shadows. During negotiation, if either your Starter Personae’s or your Sub-Persona’s Arcana match the negotiation target’s Arcana, you gain a +1 Social Skill bonus for that negotiation
- ❖ **Invitation to Freedom:** Being blessed with a similar power to that of the Wildcard, Wild Qs can access the Velvet Room’s full suite of rituals: Fusion, Sacrifice and Seclusion, under the same rules as other classes with access to these rituals.



## Theurgy Spells

*“Spiritual magic that could reach the gods.”*

First discovered during the Tatsumi Port Island incidents, Theurgy channels a Persona User’s emotions, usually through a special device, into a spell that’s finely-tuned to each person’s personality and fighting styles. In theory, although only the members of SEES are known to wield Theurgy, any User class could be able to learn this technique with the proper equipment and training.

Mechanically, Theurgy is considered a normal spell that has its damage, targeting, effects and Categories chosen when it’s first acquired. Theurgy spells can only be learned by Starter Personae and are always considered Tier V, thus costing 5 SP to learn and granting 2.5 SP when forgotten. Additionally, all Theurgy spells have the **Unique (A)** Categories, and are always considered Time: Default and Duration: Instant spells.

Each User can only have one Theurgy spell in their decks. Theurgy spells cannot be cast immediately, as their *Trigger* must be fulfilled first. After fulfilling your Trigger, a Theurgy can be cast at any point during that combat. After you cast your Theurgy, your Trigger must be fulfilled again. It’s recommended that Theurgy spells are created during session downtime or between play sessions as to not disrupt the flow of gameplay. Choose one option from each row of the table below and add it to your Theurgy’s description. Feel free to come up with a unique name and visual description for your Theurgy, although this is not obligatory.







Theurgy	Options
	<i>“This spell can only be cast after you perform the following:”</i>
<b>Trigger</b>	<ul style="list-style-type: none"> <li>❖ Your current HP reaches 50% or lower</li> <li>❖ Repress one spell from your deck</li> <li>❖ Inflict or Ingrain a Status effect on a Shadow</li> <li>❖ Deal a Critical hit against a Shadow</li> <li>❖ Caster enters Death’s Door or recovers an ally from Death’s Door</li> </ul>
<b>Damage Type</b>	❖ Choose one Damage Type your Persona knows, except Almighty, that will be the damage dealt by your Theurgy. If you choose Physical, you may change this damage to Gun. Add that Type as a Category.
<b>Targets and Damage</b>	<ul style="list-style-type: none"> <li>❖ <i>One target within 8 meters.</i> Damage: SKLd12 + 5. Spell gains the <b>Mono</b> Category</li> <li>❖ <i>Up to three targets within 8 meters.</i> Damage: SKLd10 + SKL. Spell gains the <b>Multi</b> Category</li> <li>❖ <i>Any number of targets within 8 meters.</i> Damage: SKLd8. Spell gains the <b>Total</b> Category</li> </ul>
<b>Special Effect</b>	<ul style="list-style-type: none"> <li>❖ <i>Critical Margin +2</i></li> <li>❖ <i>HDC +1</i></li> <li>❖ <i>This spell treats the target(s) &lt;Type&gt; Affinity as -1</i></li> <li>❖ <b>Ingrain</b></li> <li>❖ <i>If this spell reduces the target’s HP to less than 10+TEC%, the target is slain. This is a &lt;Type&gt; Death Category effect</i></li> <li>❖ <i>The next time you use an <b>Imbue</b> effect, you can choose to not forget it after casting</i></li> <li>❖ <i>Ignore the dodge check of your <b>Dueling</b> target</i></li> <li>❖ <i>Gain 2 Stars</i></li> <li>❖ <i>Before damage calculation, place 1 <b>Ofuda</b> on each target</i></li> <li>❖ <i>Place <b>Pollen</b> on the position of each unit that took damage from this spell</i></li> <li>❖ <i>Gain 1 <b>Forecast</b> counter. If this spell slayed at least one target, gain 1 more Forecast counter</i></li> </ul>
<b>Extra (Optional)</b>	Choose one of the effects below. If you do, add another <i>Special Effect</i> to your Theurgy <ul style="list-style-type: none"> <li>❖ <b>Repress</b> this spell</li> <li>❖ <i>Spend 1 <b>Aspect Point</b> to cast</i></li> <li>❖ <i>Fulfill your <b>Trigger</b> twice to cast, instead of once</i></li> </ul>



## Shadows







### Vairocana, The First Step

XIX – The Sun

Level 1						Types	
Hit Points 70						  	
Spell Card: Dia (T1 Heal)							
Natural Skill: <b>The Sun, Absolute</b> – Every time you slay a target, you gain one Manifestation Counter. When you cast a Heal Type spell that requires a dice roll, you can spend X Manifestation Counters, for no action cost: Change the roll of up to X dices to their maximum value.						Dispositions: Noble 	
STR	MAG	TEC	AGI	VIT	LCK		
1	4	5	1	5	2	Null	Null
<b>Megido Drop:</b> One target Vairocana can see. On hit: 4d4 (10) Almighty damage.							
<b>Maragi:</b> Any number of targets within 5 meters. On hit: MAG (4) Fire damage and Vairocana gains 1 Manifestation Counter for each target that took damage from this spell.							
<b>Manifested Dia:</b> Vairocana spends all Manifestation Counters and recovers 20% (14) of its HP for each Manifestation Counter spent this way.							
The “Greatest Buddha of Wisdom”, known as the Absolute due to its staunch resistance to worldly temptations.							

### Cosmic Buddha Vairocana

XIX – The Sun

Level 19						Types			Dispositions:								
Hit Points 380																	
Spell Card: Megidola (T5 Almighty)																	
Natural Skill: <b>Radiant Mantra</b> – (Quick, once per combat) Target one unit you can see: Decrease the duration of a Buff or Debuff on that target by 1 round, then choose:																	
(1) Decrease the duration of all Debuffs on all Users by 1 round.																	
(2) Increase the duration of all Buffs on all Users by 1 round.																	
If the targeted unit was a User, that User is unaffected by the chosen effect.																	
STR	MAG	TEC	AGI	VIT	LCK												
1	10	9	1	10	4	Reflect	Reflect										
<b>Annihilating Rain of Stars:</b> Any number of targets within 5 meters. On hit: 10d8 (45) Almighty damage and -3 TEC, -3 AGI for 3 rounds (this is a Debuff effect)																	
<b>White Lotus Flame:</b> One target Vairocana can see. The target is moved to a position adjacent to Vairocana, if possible and with no dodge check. Then, on hit: 10d12+MAG (75) Fire damage.																	
<b>Path of Prominence:</b> Vairocana recovers up to 50% (190) of its maximum HP, then Vairocana selects one target it can see: Double the intensity and remaining duration of one Debuff effect active on that target.																	
The King of Asuras and Cosmic Buddha, the “inconceivable body” of Gautama Buddha and the very incarnation of sunyata, or <i>emptiness</i> .																	







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