



# ***SEA OF SOULS***

**SUPPLEMENTARY CONTENT FOR  
THE GRIMOIRE OF HEART  
VOLUME II**



Welcome to the Sea of Souls! This document compiles every official add-on released for the [Grimoire of Heart](#) from its release starting from the 4.4.8 update (August 2022) and will be updated with more content throughout the year.

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!

If you're looking for fan-made crossover content, check out [the Heartverse](#).

Updated 2022-08-19

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## Class- Marebito

*"We can't get rid of our loneliness. But I'm sure we can share it with each other."*

In Ayanagi City, there exists the peculiar rumor of a group of youths that can "feed" on the lives of others. Once shunned by the world, these "Rare Spirits", or Marebito, are understood to be unique Persona Users who can absorb cognitive energy with often dangerous results.

❖ **Sycophant Drain:** Marebito are closely attuned to the mental wavelengths of other Users. Once per Character Level, whenever another User gains a new spell or Skill Bonus, you can copy that spell into your Deck, regardless of Type, or add that Bonus to your Persona's Skill Bonus tally, respecting its limits as described on Page 53 of the core Grimoire.

❖ **Shadow Feast:** When creating a Marebito, add a "Shadow Feast" counter to your sheet. Its upper limit is equal to your Character Level. Upon delivering the killing blow against a non-Ultimate, non-Tyrant Shadow, a Marebito can choose to trigger the following effect:

- Copy the Shadow's Skill Bonuses into a separate Skill Bonus pool that adds together all activations of this feature. This pool is not under the same limitations as your default pool (Pg. 53). Finally, add the Shadow's Level to your "Shadow Feast" counter;
- If the target Shadow has no listed Skill Bonus, consider its Skill Bonus as +1 to its highest base stat;
- Outside of combat, you can choose to forget one bonus you gained from Shadow Feast, permanently losing that Bonus and subtracting it from your Feast limit. This can be done once per Time block.

❖ **Cognitive Glut:** Feasting on Shadows can take an immense toll on a Persona User, and a Marebito's gluttony is particularly punished. If your usage of Shadow Feast makes it so your Shadow Feast counter exceeds your Character Level, you can no longer activate Shadow Feast, and you suffer the following penalties:

- Reduce your Energy Limit to half its base value, rounded down. At the start of each of your turns, you lose 1d4 Energy as your Persona lashes out against you. Additionally, you suffer a Social Skill Tier -3 penalty to all checks.

❖ **Gnawing Hunger:** A Marebito's Persona is a dangerously unstable beast, whose viciousness threatens to swallow even its User. Marebito must consume one unit of "Suppressants" (see Consumables, below) per day. If a Marebito spends more than four full Time blocks without consuming a Suppressant, their maximum Shadow Feast limit becomes -1, and the negative effects of *Cognitive Glut* trigger immediately.

### Suppressants

Name	Effect	Cost	Rarity
<b>Kirijo Suppressants</b>	Pills. For 4 Time blocks: Decreases your maximum Energy by 2, but nullifies the effects of Gnawing Hunger. One purchase grants seven units, a week's worth.	1 RP	1d6+1
<b>Blankenheim Suppressants</b>	Inhalants. For 4 Time blocks: Nullifies the effects of Gnawing Hunger. One purchase grants seven units, a week's worth.	2 RP	1d4
<b>Berserk Release</b>	Injections. Grants the effects of <i>Power Charge</i> or <i>Mind Charge</i> , your choice. At the end of your next turn, reduce your Shadow Feast limit to half its value until the start of your next Time block. This penalty does not apply if you are under the effect of <i>Cognitive Glut</i> .	2 RP	1d4-1



## Feats

Each of these feats can only be taken once, except Radiant Legacy.

Name	Effect	Req.	Additional
<b>Fate Embraced</b>	Apply the following changes to Amorphous Instability: ❖ Change its Type to Almighty. ❖ Increase its success chance to 45+2(SKL+TEC%)	Artificial Class, Tier III or higher in at least one Social Skill	Cannot be chosen by Users with the <i>Rebellion Arisen</i> Feat
<b>Rebellion Arisen</b>	You gain one extra use of <b>Berserk</b> per day, but increase that use's HP drain to SKLd8.	Artificial Class, must have at least one Combat Skill with a base value of 7 or higher.	Cannot be chosen by Users with the <i>Fate Embraced</i> Feat
<b>Hunger Sated</b>	You no longer suffer withdrawal from Suppressants. Ingesting a Suppressant instead restores 3 Energy to you, once per day.	Marebito Class, CLv 6 or higher	Cannot be chosen by Users with the <i>Angel of the Abyss</i> Feat
<b>Angel of the Abyss</b>	Once per combat, when a Shadow is slain by another User, you may trigger the effects of <i>Shadow Feast</i> . This is considered an Interrupt action that does not spend your Interrupt action for the round. For every day you don't consume a Suppressant item, permanently reduce your maximum Energy limit by 1 (Minimum 0).	Marebito Class, PLv 5 or higher	Cannot be chosen by Users with the <i>Hunger Sated</i> Feat
<b>Devil Auction</b>	Once per day, outside of combat, you can spend RP in multiples of 3. You gain a "Digital Devil" whose PLv is equal to the RP you spent using this feat, divided by 3. This Demon cannot be summoned or used in Fusions, but can be sacrificed to grant any other demon in your list SP equal to the Digital Devil's PLv + 1.	Devil Summoner Class, Tier II or higher in any Social Skill	
<b>Fading Ink</b>	If a User enters Death's Door, you can use your Interrupt action to immediately trigger the effect of <i>One Last Page</i> , ignoring its triggering conditions: You gain access to a copy of that User's Spell Deck until you choose to activate this Feat again.	Attendant Class, CLv 4 or higher	
<b>Calamity's Grasp</b>	Your <i>Calamity's Edge</i> weapon's range becomes 1-3. During your turn, you can use a Quick action to change its weapon class to any available weapon class (Sword, Whip, Firearm, etc.) or revert it back to a "Type-less" melee weapon. This change lasts until you activate this Feat again.	Nahobino Class. CLv 6 or higher	
<b>Radiant Legacy</b>	Increase a Social Skill of your choice by 3 points, and gain access to one spell from <i>Aide's Legacy</i> that you don't already have access to.	Navi Class, CLv 4 or higher	Can only be chosen up to 3 times.
<b>Grimoire Mastery</b>	If you have a spare Grimoire Chapter or Bookmark in your inventory, you may spend 1 Aspect Point, as a Quick action, to add that piece's effect to your equipped Grimoire until the end of your turn.		Can only be chosen once

## Weapon Class - Grimoires

Often favored by Attendants, Grimoires are books made from a peculiar material not found in the Universe, which makes them practically indestructible and able to withstand immense magical energies. Unlike other weapons, Grimoires are composed of three pieces: a Cover, a Chapter and a Bookmark. You can buy Grimoire pieces separately, but you *must* have at least one of each piece type to assemble a Grimoire that can be used. Grimoires can be used to strike targets physically, generate magic bursts and razor-sharp loose pages that regenerate into the Grimoire after a few moments.

You may spend a Time block to disassemble a Grimoire, but you can only salvage two of its pieces, destroying the third one in the process. You choose which pieces to salvage.

### Covers

Name	Damage	Reach	Description	Cost
<b>Celestial Mechanics</b>	STRd4	1-2	A nameless cover made with soft, embossed leather.	1 RP
<b>Margites</b>	STRd6	1-4	A brightly-colored cover depicting an ancient story.	2 RP
<b>Cardenio</b>	SKLd6	1-4	A carefully cured leather cover, fit to present a king.	2 RP
<b>Fortunata</b>	MAGd8	1-3	A thoroughly weathered cover with edges worn out by time.	2.5 RP
<b>Sanditon</b>	STRd8	1-5	This thick cover makes the pages within look somewhat incomplete	3 RP
<i>Grimoire</i>	SKLd12	1-3	This azure cover, decorated with golden lettering, fills you with inspiration.	Special

### Chapters

Name	Damage Type	Extra	Description	Cost
<b>Agatha's Island</b>	Physical	+1d4 damage	A tragic, melancholic tale of a woman spurned.	1 RP
<b>Indiscrete Heiress</b>	Ice	Deals +2 damage for each Buff Type spell you're under the effects of.	A lurid, scandalous romance tale, composed in clean and careful handwriting.	2.5 RP
<b>Strange Cases</b>	PSY	+SKL damage	The first draft, thought lost, of a popular thriller, littered with scribbles and notes.	2.5 RP
<b>The Great War</b>	Nuclear	+1d8 damage	Worn and yellowed pages describing the horrors of a war long gone.	3 RP
<b>Double Exposure</b>	Gun	Divide the Cover damage by 2. Declare two attacks with this weapon per turn.	A heartfelt collection of poems in flawless measure and rhythm.	3.5 RP
<i>Du</i>	Almighty	Critical Margin +2	A brightly illustrated compendium of Shadows and Users alike.	Special

## Bookmarks

Name	Extra	Description	Cost
<b>The Great Canon</b>	Deals extra damage equal to your Knowledge Tier	An oversized, well-worn bookmark made from Chinese silk.	1 RP
<b>Wandering Night</b>	+2 LCK	A glossy, jet-black bookmark singed by flames.	2 RP
<b>Final Crown</b>	Snipe 3	A strip of paper repurposed into a bookmark, the final surviving manuscript of a legendary modern writer.	2 RP
<b>Divine Index</b>	+1 HDC	A delicate strip of fabric decorated with golden Greek lettering.	2.5 RP
<b>Lost Bible</b>	Cast Mind Charge (Tier II, Core, Page 143)	A thick, solid bookmark that contains an index of chapters from a lost holy book.	4 RP
<i>Coeur</i>	Magic Transfer (Chapter Extra Effect)	A soft, pristine length of unidentified fabric, inscribed with the words "Truth Lies Within"	Special



## Variant Rule - Persona Formations

Certain Personae are grouped by their myths and, when reunited, grant special abilities to their User, known as *Formations*.

Formations are only active if all stated members are present in the party's Persona list, unless stated otherwise. Note that the listed Personae don't need to all be active for a Formation effect to activate. For the purpose of Formation effects, consider a "*Wielder*" any User whose currently active Persona is listed in the desired Formation.

Name	Members	Effect
<b>End of Days Formation</b>	White Rider Pale Rider Red Rider Black Rider	As a Quick action, each Wielder may activate the following effect: Choose one of your Combat Skills and roll 1d4: Reduce that Combat Skill by the amount rolled (or reduce it to 1 if the Skill cannot be lowered further) and increase your TEC by the reduced amount. This is considered a Buff effect and lasts for 3 rounds.
<b>Hee-Ho-rmation</b>	Jack Frost Pyro Jack Jack Ripper Black Frost	This Formation effect can be activated as long as there are two or more members present. Once per combat, each Wielder can activate the following effect as a Free action: The next spell you cast deals (X + SKL) extra Fire or Ice Type damage (Wielder's choice), where X is the number of Wielders in combat.
<b>Amorphous Formation</b>	Slime Black Ooze Abaddon	Once per day, as an Interrupt, each Wielder can activate the following effect as an Interrupt action: You gain <i>Resist</i> against the next damage Type you take damage from, but your AGI is reduced by half. Both of these effects last until the end of the wielder's next turn.
<b>Old School Formation</b>	Pixie Slime Cerberus	Once per day, you can activate the following effect as a quick action: All Wielders ignore the initial range requirement for spells. This does not include additional range effects in spells such as Megidolaon. This lasts for 3 rounds.
<b>Modern Mythos Formation</b>	Mothman Hell Biker Matador Terminator	Once per day, each Wielder can activate the following effect as a Quick action: If you possess any "Counters", such as Cognitive or Nuclear buildup counters, but excluding Death's Door counters, roll 1d4: Add or subtract (your choice) that many counters from that pool.
<b>Suspicious Formation</b>	Succubus Incubus Lilim Mishaguji	Once per combat, each Wielder can activate the following effect as a Quick action: Target 1 unit suffering from at least one Status effect, except Charmed. Remove that Status effect, and target suffers Charmed, if able. If the chosen Status was Augmented, apply Smitten instead.
<b>Pharaonic Formation</b>	Horus Seth Isis Heqet	Whenever a Wielder regains HP, any other Wielder can use their Interrupt action to trigger the following effect: Pay 1 Aspect Point: Recover HP equal to half that Wielder's recovery.
<b>Midsummer Night's Formation</b>	Oberon Titania High Pixie Pixie	Each Wielder can activate the following effect as their full movement action: Move to an empty position adjacent to another Wielder.



<b>Ulster Formation</b>	Setanta Queen Mab Cu Chulainn Scathach	Once per round, each Wielder can activate the following effect as an Interrupt action after dealing damage with an attack or spell: You gain <i>Move X</i> , where X is the number of faces on the damage dice used for that attack.
<b>Akashic Formation</b>	Sati Kali Vishnu Parvati	Once per day, one Wielder can use their full turn action to grant any other Wielder an extra turn this round. This turn happens immediately after the triggering User's action.
<b>Heavenly Formation</b>	Angel Archangel Principality Power Virtue Dominion Throne	This Formation effect can be activated as long as there are three or more members present. Wielders of this Formation can communicate verbally as a group and privately amongst themselves, sharing sensory feedback over any distance, as long as they are conscious and consenting.
<b>Ragnarök Formation</b>	Nidhoggr Surtr Valkyrie Thor Loki	This Formation effect can be activated as long as there are four or more members present. Once per day, a Wielder may activate this effect as a Quick action: Choose one target you can see. Every time that target takes damage from an attack declared by a Wielder of this Formation, increase the damage they take from the next attack declared by a Wielder of this Formation by 10%. This can stack with previous activations of itself up to a limit of 30%. This effect cannot be dispelled and lasts for 3 rounds. If this effect targets an Ultimate Shadow or Tyrant, decrease this penalty to 5% per stack, and it lasts 2 rounds instead of 3.

Leader	Formation	Effect
<b>Trumpeter</b>	End of Days	Trumpeter's Wielder can cast <b>End's Envoy</b> as if it were on their Spell Deck. This is considered a Standard action: Tier VI Buff Target: Caster Effect: Target gains +3 STR, +3 MAG, +3 TEC, +3 AGI, Fortify Physical and Elements +8 These effects last for 3 rounds. <b>Repress</b> this spell.
<b>King Frost</b>	Hee-Ho-rmation	Once per combat, King Frost's Wielder can use their Interrupt action to change the damage of one attack declared by any unit to Fire or Ice, your choice.
<b>Mara or Lilith</b>	Suspicious	Once per session, during negotiation, a Wielder of either of these Personae you can use this effect as a Free action: Do not roll a subtraction dice when you Risk for this negotiation.
<b>Odin</b>	Ragnarök	Once per day, you can use a Quick action to target a unit under the effect of Ragnarök Formation. If you declare an attack against this unit this round, double the penalty granted by Ragnarök Formation, but remove that effect after damage calculation.



## Rumor Shadows

**Rumor Skills** are treated as Natural Skills. However, any User can spend 1 Aspect Point to activate a Rumor Skill, as long as a Persona with that Skill is present in combat. Keep in mind this does not extend to Shadows in combat, only Personae wielded by Users.

### Kamiotoko

XV – The Devil

Level 1

Hit Points: 14

Spell Points: 2

**Rumor Skill: Love Bites** – As a quick action, you can choose an adjacent ally: With their consent, you can deal STRd2 Almighty damage to them and apply the same Buff effects you are under to that ally, for the same remaining duration.

STR	MAG	TEC	AGI	VIT	LCK
1	5	6	4	1	2



Resist



Weak

**Hickey:** One target Kamiotoko can see. Deals 1d4 Almighty damage, no check.

**Power of Rumors:** As a free action, Kamiotoko can summon another Kamiotoko into combat in a position adjacent to itself. This summoned unit has the same initiative score as Kamiotoko, each Kamiotoko can only use this spell once and two Kamiotoko cannot cast this spell in the same round.

**Shapeless (P):** This Shadow cannot be targeted for attacks or spells and is immune to effects that designate “adjacent targets” and “all targets within x meters”. If there are no Shadows other than Kamiotoko in combat, all Kamiotoko are automatically slain. Kamiotoko only reward 10 Experience points each.

A shapeless, invisible creature that can appear anywhere and bite people, leaving unexplainable bite marks all over one's body.



### Purple Mirror

XVI – The Tower

Level 3

Hit Points: 20

Spell Points: 4

Skill Bonus: +1 TEC

**Rumor Skill: Forget-Me-Never** – Once per day, you can add up to five of your Combat Skills (this takes into consideration Buff and Debuff effects): If the result is exactly 20, you can choose to gain +1 HDC or +1 DDC for three rounds, which stacks with other Buff effects. This is considered a Quick action.

STR	MAG	TEC	AGI	VIT	LCK
1	3	8	6	1	1



Resist



Resist



Weak

Types



Disposition(s):  
Anthropophagous



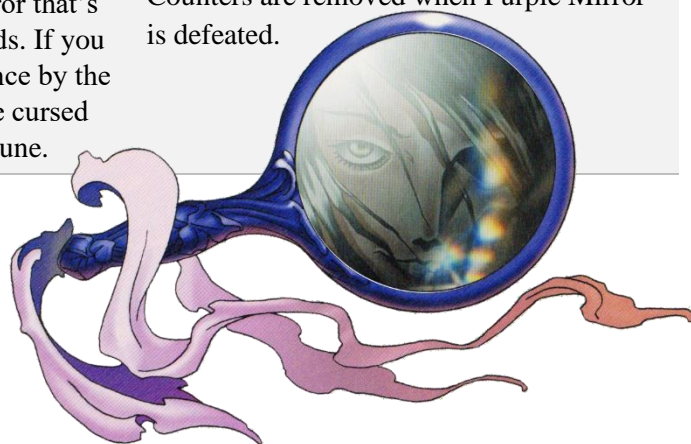
A mysterious, sentient mirror that's talked about in urban legends. If you don't forget about its existence by the time you turn 20, you'll be cursed with incredible misfortune.

**Mirror Sheen (P):** At the start of each round, Purple Mirror loses all its "Reflect" interactions and gains Reflect to one Type (Narrator's choice). This is visually distinct and Type changes can be identified by any User with Tier I Knowledge.

**Enduring Memory (P):** Every time Purple Mirror takes damage, each target with a Curse Counter takes 1d4 Intel Type damage, no check.

**Entrance:** One target within 5 meters. 10+5TEC% (50%) Charmed chance.

**Curse:** Purple Mirror places 1 Curse Counter on one User it can see. All Curse Counters are removed when Purple Mirror is defeated.



# Red Cloak

XII – Hanged Man

Disposition(s):  
Devilish



Level 5

Hit Points: 140

Spell Points: 6

Skill Bonus: +1 STR

Rumor Skill: **Bathed in Scarlet** – When you defeat a Shadow with a basic attack, you can spend a Quick action to gain +1 HDC for your next basic attack.

Types



**Sneak:** Up to 3 targets within 6 meters. -2 AGI, -2 TEC for 3 rounds.

**Stab:** One adjacent target. -1 HDC. On hit: 6d6 (21) Physical damage and 30% Panicked chance.

**Slither:** Red Cloak moves so its adjacent to another unit. This is considered a standard action.



Resist



Resist

STR  
6

MAG  
1

TEC  
6



Weak



Weak

AGI  
1

VIT  
4

LCK  
3

An odd ghost in Japanese urban legends. If you enter a bathroom stall and hear a voice asking which cloak you want, red or blue, and pick red, a knife will plunge down from the ceiling and stab you, covering you in a scarlet cloak of your own blood.

**Matching Pair:** Red Cloak and Blue Cloak join combat in pairs and each Red Cloak shares its HP pool with one other Blue Cloak that does not already have a pair. If a Death Category effect slays one of the Cloaks, its pair is also slain.



# Blue Cloak

XII – Hanged Man

Disposition(s):  
Insane



Level 5

Hit Points: 140

Spell Points: 6

Skill Bonus: +1 MAG

Rumor Skill: **Shrouded in Azure** – Whenever you defeat a Shadow with a Fire, Ice or Wind spell, you gain +1 TEC to calculate hit for your next declared spell. This stacks with Buff effects.

Types



**Surround:** 1 target within 6 meters. On hit: 6d6 (21) Wind damage and target suffers -2 DDC for the next attack declared against them.

**Suffocate:** Up to 3 targets within 4 meters. On hit: 6d4 (20) Ice damage.

**Scrape Burn:** 1 adjacent target. +1 HDC. On hit: 5d6+6 (27) Fire damage.



Resist



Resist

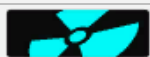
STR  
1

MAG  
6

TEC  
5



Weak



Weak

AGI  
5






VIT  
1

LCK  
3

A bizarre ghost in Japanese urban legends. If you enter a bathroom stall and hear a voice asking which cloak you want, blue or red, and pick blue, you will suffocate to death, leaving your body a pale azure hue.

## Speed Demon (Tyrant)

VII - Chariot

Level 8	Types	Disposition(s): Devilish, Friendly
Hit Points: 400	  	 
Spell Points: 9		
Skill Bonus: +1 AGI, +4 Courage		
Rumor Skill: <b>Master of Wheels</b> – Consider your relevant Social Skill as Tier IV, or your relevant Combat Skill as 8, for checks related to driving. Additionally, you may invoke this Rumor Skill as an Aspect to understand how to drive or pilot most common vehicles. Both of these effects work outside of the Metaverse.		

STR	MAG	TEC	AGI	VIT	LCK			
1	8	7	6	5	2	Drain	Resist	Resist

**Burning Rubber (P):** Speed Demon's movement allowance is always considered 20 and its AGI score cannot be lowered by any means.

**Convoy (P):** At the start of combat, Speed Demon summons three **Headless Riders**, each labeled Red, Purple and Yellow.

**Call Lightning:** One target within 7 meters. On hit: 8d8 (36) Thunder damage and 40% Shocked chance.

**Revving Up:** One target within 7 meters. On hit: 8d6 (28) Nuclear damage and adds 1 Buildup Counter to Speed Demon. This attack deals +1d4 (2) damage for each Buildup Counter on Speed Demon.

**Bolster Convoy:** Any number of targets: On hit: 8d4 (20) Light damage. After this spell is cast, all Headless Riders recover 20% (16) HP

### Speed Demon can perform 2 Hetelic Actions per round

**Wither:** One random User gains Weakness to one Type for three rounds.

**Contract's Clause:** When a Headless Rider is defeated, they're returned to life with 10% HP and can act immediately.



**Trailblaze:** Move the Tyrant on the initiative queue to one spot before his current action, or one spot after. Then, target one other unit and move that unit on the initiative queue to one spot before or after its current action. This Action takes effect on the start of the round after its cast.

A man who traded his soul for the thrill of an endless ride. He's accompanied by the souls of reckless bikers who were decapitated by piano wire strung over the highway. They ride fearlessly through the night, destroying all in their path.

## Headless Riders

Level 8	Types	Do not respond to negotiation, cannot be acquired through Fusion.
Hit Points: 80		

**The 1% -** Whenever a Headless Rider is defeated, Speed Demon takes 100 Almighty damage, no check. This triggers even if the Rider was brought back to life through Contract's Clause.

	STR	MAG	TEC	<b>Chain Slash:</b> Can only be cast by Red Headless Rider. Up to three targets within 5 meters. On hit: 6d4 (15) Physical damage. This attack deals 50% (7) extra damage against Emergent, Suppressor, Marebito, and Artificial Class Users. <b>Drive-By:</b> Can only be cast by Purple Headless Rider. Any number of targets. On hit: 6d4 (15) Gun damage. This attack deals 50% (7) extra damage against Devil Summoners, Wild Cards and Beacon Class Users. <b>Ram:</b> Can only be cast by Yellow Headless Rider. One target within 10 meters. On hit: 6d8 (27) Physical damage. This attack deals 50% (13) extra damage against Shadow, Attendant and Nahobino Users.
Resist	6	1	5	
	AGI	VIT	LCK	
Weak	5	4	2	







# Turbo Granny

II – The Priestess

Level 10

Hit Points: 52

Spell Points: 11

Skill Bonus: +2 AGI, +1 VIT

Rumor Skill: **Furiously Fast** – Once per day, as a Quick action, you can choose to heal 1 Status effect you’re suffering from. If you do, you gain +1 DDC until the end of the next turn. This is considered a Buff effect.

STR	MAG	TEC	AGI	VIT	LCK
1	5	5	10	2	2



Disposition(s):  
Chaotic, Insane



Types



Reflect



Weak

A modern urban legend. It’s said that if you are speeding through a dark mountain road, a scary old lady will appear in the road, running alongside your vehicle with a note reading “TURBO” attached to her side. If you keep your cool, nothing happens, but if she startles you, you’ll suffer a serious accident.

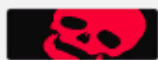
**100km/h Hag:** 1 adjacent target. -1 HDC. On hit: 4AGI (40) Thunder damage. This treats Null as Resist.

**Mabatma:** Up to 2 targets within 6 meters. Chance of Slowed: 25+5TEC% (50%)

**The Gray Blur:** Turbo Granny moves to a space adjacent to a User, and challenges them to a race. The target must perform their full movement allowance, if able, in any direction, and Turbo Granny will do the same. If the target is unable to move more than Turbo Granny’s movement allowance (AGI+3), they take 5d8 (22) Thunder damage and Turbo Granny’s AGI score is decreased by 1. If the target can move more than Turbo Granny during this attack, her AGI score is lowered by 1d4+1.

# Reiko Kashima

VI – Lovers



Drain

Disposition(s):  
Aggressive, Anthropophagous



Level 13

Hit Points: 14

Spell Points: 240

Skill Bonus: +2 TEC, +1 VIT, +1 LCK

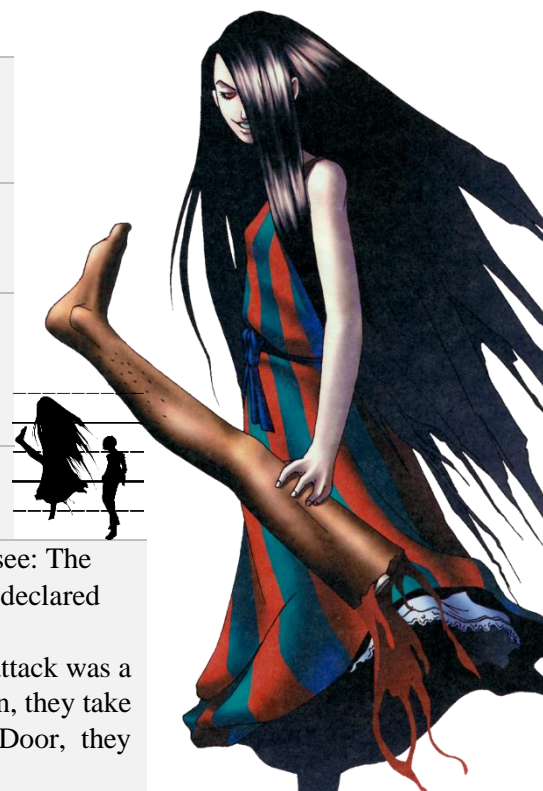
Rumor Skill: **Lingering Curse** – If you’re in Death’s Door, you may choose one ally within TEC meters who isn’t. With their consent: You are revived with 1 HP, and that ally enters Death’s Door. This is considered a Free action.

STR	MAG	TEC	AGI	VIT	LCK
1	4	9	4	8	4



Weak

Types



**The Killing Question:** Reiko Kashima engages negotiation with one User she can see: The target must perform an Expression check. If the result is less than 6, the next attack declared against the target is a guaranteed Critical hit.

**Disembowel:** One target within 10 meters. On hit: 4d10 (22) Dark damage. If this attack was a Critical hit, Curse the target with the following effect: At the start of the target’s turn, they take 4d10 (22) Dark damage. If damage from this attack puts a User in Death’s Door, they immediately lose one counter.

**You’re Next (P):** As long as there’s at least one Reiko Kashima in combat, whenever a Shadow that isn’t Reiko Kashima is slain, summon a Reiko Kashima with 10% HP (24) in the same position as the slain target, in the same place in the initiative. Copies of Reiko Kashima summoned by this effect grant 100 Experience.

A ghost that appears in public bathrooms. She’ll ask you where her legs are, and if you don’t answer “At Meishin Expressway”, she will cut your legs off. If she asks where you heard that information, tell her it was “From Reiko Kashima” and she will leave you alone.





## Thunderbird

XIX – The Sun

Level 11

Hit Points: 156

Spell Points: 12

Skill Bonus: +2 MAG, +1 AGI

Natural Skill: **Pulse** – Whenever you deal Thunder damage by any means, you can choose to deal SKL Thunder damage to any number of units adjacent to you, no dodge check.

Types



Disposition(s):

Noble



STR

1

MAG

7

TEC

5

AGI

5

VIT

6

LCK

2

A legendary creature from Native American folklore. It's very famous amongst many tribes all across the United States, and it's said that the beating of its wings causes thunderstorms and gusts of wind.



Resist



Resist



Weak

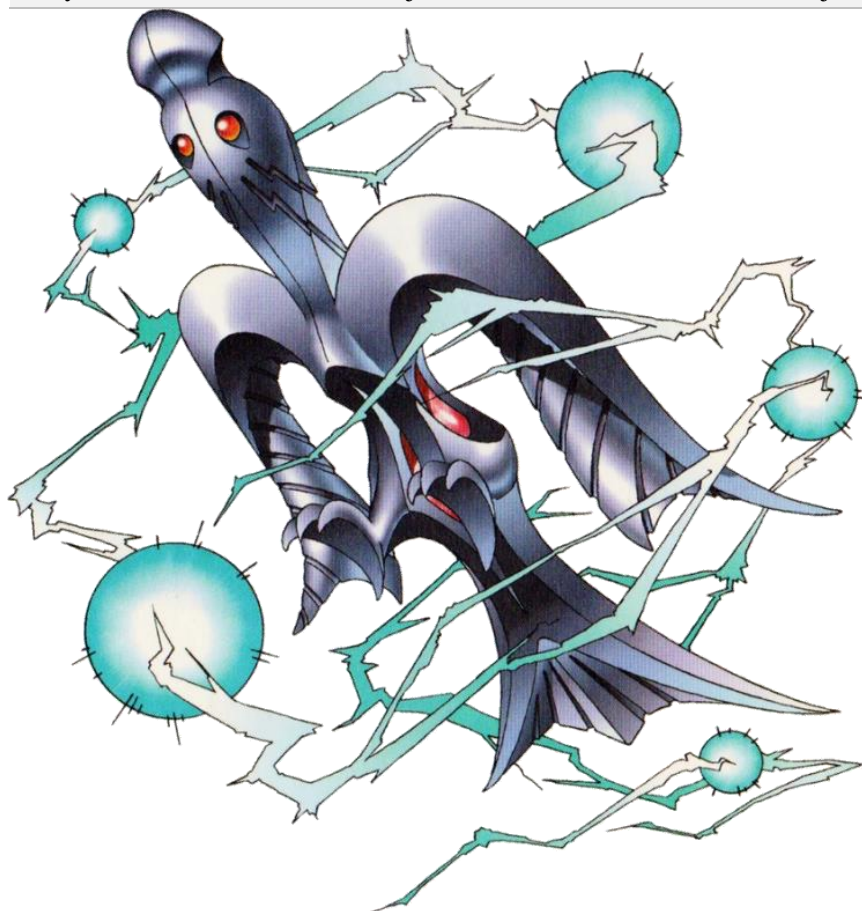
**Jolt (Thunder):** Any number of targets in a straight line between Thunderbird and any number of Electric Totems. On hit: MAGd8 (31) Thunder damage.

**Charge (Light):** Any number of targets within 3 meters of Thunderbird or within 3 meters of its Electric Totem. On hit: 7d4 (17) Light damage and Thunderbird gains +1 HDC for its next attack.

**Short Circuit (Thunder):** One target within 3 meters. -1 HDC. +2 Critical Margin. On hit: 7d12 (45) Thunder damage. Can only be cast if Thunderbird is adjacent to an Electric Totem.

**Alternate Totem (P):** At the start of combat, each Thunderbird creates one Electric Totem in the battlefield, which is treated as a Zenith of Radiance. When a Thunderbird is removed from combat by any means, remove its Electric Totem. Thunderbird may move its own Electric Totem up to TEC meters in any direction as a Quick action.

**Direct Presence (P):** At the start of each of its turns, Thunderbird deals MAG (7) Thunder damage to all units adjacent to it, no dodge check.



*Electric Totem*



## Element Personas

**Elements** are special Personae that can be created by Fusion whenever you fuse two Personae of the same Arcana. Their levels are always equal to the average of the levels of the Personae you used to Fuse them, and their Arcana is the same as the Arcana of those Personae. Elements don't possess Natural Skills. Instead, they have **Inheritances**, powers that are passed down to a Persona if the Element is used in Fusion or Sacrifice. An Element's *Tier* is based on its Level as per the table below. When using an Element for Fusion or Sacrifice, you can choose any of its Inheritance Tiers up to the Element's Level. Elements cannot be summoned or equipped as an Active Persona.

You cannot Fuse two Element Personae. If you Fuse an Element of a specific Arcana with a Persona of that same Element's "group", the result is a Persona of one "step" above the non-Element Persona's Arcana. Ex.: If you fuse a Moon Lilith (PLv. 11) with an Aquans of any Arcana, the Fusion would result in a Moon Girimekhala (PLv. 12), the Persona directly after it in the Moon Arcana level list (Core Grimoire, Page 330). If the Element and the Persona are not in the same group, use the normal Fusion result based on the Fusion components' Arcana and Levels.

Level	Tier
1-5	I
6-10	II
11-15	III
16 and over	V

### Erthys

III – The Empress
V – Hierophant
IX – The Hermit
XV – Devil
XVI – Tower

### Aquans

II – High Priestess
VII – The Chariot
XII – Hanged Man
XIII – Death
XVIII – The Moon

### Aeros

0 – The Fool
I – The Magician
VI – The Lovers
VIII – Justice
XVII – Star

### Flaemis

IV – The Emperor
XI – Strength
X – Wheel of Fortune
XIV – Temperance
XIX – The Sun

### Mercurius

XX – Judgement
XX – Aeon
XXI – The World



## Erthys

Element Persona

Tier I Inheritance – **Foundation** – When using Erthys for Fusion or Sacrifice, choose one Type: The resulting Persona gains *Dodge* <Type> I.

Tier II Inheritance – **Quaking Might** – When using Erthys for Fusion or Sacrifice, choose one Tier II or lower Defense Spell and grant one use of that spell to the resulting Persona for no SP cost.

Tier III Inheritance – **Gaia's Protection** – When using Erthys for Fusion or Sacrifice, choose one Type: The resulting Persona gains *Null* <Type>.

Tier V Inheritance – **Weight of the World** – When using Erthys for Fusion or Sacrifice, grant the resulting Persona one use of *Tetrakarn* or *Makarakarn* (your choice) for no SP cost.



## Aquans

Element Persona

Tier I Inheritance – **Droplets** – When using Aquans for Fusion or Sacrifice, choose one Tier I spell on the resulting Persona's deck: Grant that spell one extra use, if possible, for no SP cost.

Tier II Inheritance – **Monsoon** – When using Aquans for Fusion or Sacrifice, choose one Tier II spell on the resulting Persona's deck: Grant that spell one extra use, if possible, for no SP cost.

Tier III Inheritance – **The Great Wave** – When using Aquans for Fusion or Sacrifice, choose one Tier III spell on the resulting Persona's deck: Grant that spell one extra use, if possible, for no SP cost.

Tier V Inheritance – **Calamitous Flood** – When using Aquans for Fusion or Sacrifice, choose one of the Spells of the resulting Persona: Grant that spell one extra use, if possible, for no SP cost.



## Aeros

### Element Persona

Tier I Inheritance – **Cold Wind Blowing** – When using Aeros for Fusion, grant the resulting Persona a +4 Social Skill Bonus to any Social Skill. Normal bonus restrictions still apply.

Tier II Inheritance – **Gathering Storm** – When using Aeros for Fusion, grant the resulting Persona a +1 VIT or +1 LCK Skill Bonus. Normal Bonus restrictions still apply.

Tier III Inheritance – **Typhoon** – When using Aeros for Fusion, grant the resulting Persona a +1 STR or +1 MAG Skill Bonus. Normal Bonus restrictions still apply.

Tier V Inheritance – **Desolation** – When using Aeros for Fusion, grant the resulting Persona two Skill Bonuses of any type (Core, Page 53). Normal Bonus restrictions still apply.

## Flaemis

### Element Persona

Tier I Inheritance – **Warm Embers** – When using Flaemis for Fusion or Sacrifice, choose one Tier I *Almighty* spell: Grant it to the resulting Persona for no SP cost.

Tier II Inheritance – **Bright Flame** – When using Flaemis for Fusion or Sacrifice, choose one Tier II Boost Category spell: Grant it to the resulting Persona for no SP cost.

Tier III Inheritance – **Skies Ablaze** – When using Flaemis for Fusion or Sacrifice, choose one Tier III Boost Category spell: Grant it to the resulting Persona for no SP cost.

Tier V Inheritance – **Ruins of Megido** – When using Flaemis for Fusion or Sacrifice, grant the resulting Persona one use of *Power Charge* or *Mind Charge* (your choice) for no SP cost.





# Mercurius

## Element Persona

Tier I Inheritance – **Luna Fixa** – If Mercurius is used in Fusion, grant the resulting Persona one extra PLv, even if it would exceed your CLv.

Tier II Inheritance – **Glaure** – If Mercurius is used in Fusion, the resulting Persona can be two “steps” ahead in the level list of that Arcana, instead of one.

Tier III Inheritance – **Chrysopoeia** – If Mercurius is used in Fusion, grant the resulting Persona one Type it doesn’t have. If the resulting Persona would have more than three Types using this feature, swap one of its Types for a Type of your choice instead.

Tier V Inheritance – **Solifaction** – If Mercurius is used in Fusion, you can choose any a valid Persona of any other Arcana as the Fusion result, ignoring the “step” restrictions of Element Fusions.

