




# ***SEA OF SOULS***

**SUPPLEMENTARY CONTENT FOR  
THE GRIMOIRE OF HEART**

**VOLUME VI**



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Welcome to the Sea of Souls! This document compiles the third 2023 batch of official add-ons released for the [Grimoire of Heart](#) starting from the 4.8.9 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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## Gun Spells



Gun spells deal Gun damage but are treated as Physical spells. Gun interactions are listed separately from Physical in the bestiary, but effects that grant a resistance against Physical spells also affect Gun spells unless specified otherwise.

Spells in this section may apply or require the *Warded* Condition. This condition is applied by the spells *Vector Shield* and *Vector Split* and, as a Condition, cannot be removed by conventional means and can only be removed when combat ends, the User enters Death's Door, or the duration of the spell expires. Any application of Warded can only last up to three rounds. Effects preceded by **Warded:** can only be activated if the caster is under the effects of Warded.

### Tier I

Name	Categories	Reach	Effect	Description
<b>Vector Shield</b>	Buff, Ward, Physical (A)	Caster	You gain the <b>Warded</b> Condition while under the effect of this spell. <b>Choose:</b> <b>Fortify &lt;Physical &amp; Elements&gt; +4</b> or <b>+1 AGI</b> Both are Buff effects that last for 3 rounds.	Your Persona projects a shield made from interlocked translucent bands that wrap around your body.
	Time: Default	Duration: 3 rounds		
<b>Vector Split</b>	Buff, Ward, Physical (A)	One ally you can see	Can only be cast if you are under the effects of <b>Vector Shield</b> . Decrease the remaining duration of Vector Shield on yourself by 1 round, then apply the effects of <i>Vector Shield</i> to the target for the same duration as yours. This applies both <b>Warded</b> and one of the Buff effects to the target.	Your shield flickers and dims, and a second shield emerges around the target.
	Time: Quick	Duration: Effect		
<b>Detached Emplacement</b>	Ward, Physical (P)	Caster	Whenever you cast a Gun Category spell, you can consider your position, to determine the range of that spell, as the position of any Warded ally you can see.	Whenever you cast a spell under this effect, a mechanical construct hovers around the chosen ally, producing the spell effects your Persona would normally.
	Time: Automatic	Duration: Passive		
<b>Aimed Shot</b>	Mono, Gun, Ward, Physical (A)	1 target within 6 meters	On hit: <b>STRd8</b> Gun damage. <b>Warded:</b> This spell gains +1 TEC to calculate hit and +1 STR to roll damage for this spell. This is not a Buff effect.	What the spell looks like. This is a suggestion, not a rule.
	Time: Default	Duration: Instant		

## Tier II

Name	Categories	Reach	Effect	Description
<b>Hallelujah, Lock and Load</b>	Mono, Gun, Physical (A)	1 target within 4 meters	On hit: <b>STRd12</b> Gun damage. <b>+1 Critical Margin</b> .	Your Persona fires a projectile towards a massive bell projected over the arena. Once struck, the bell rings and bullets rain down from it onto the target.
	Time: Default	Duration: Instant	If you spent Energy to cast this spell by reusing a spent use: <b>+1 HDC</b> .	
<b>Trigger Happy</b>	Repress, Physical (P)	Caster	When you cast a Physical Type spell, you can choose to <b>Repress</b> it, and choose one target of that spell:	Your Physical and Gun spells are infused with a glowing trail of energy that can melt through armor.
	Time: Automatic	Duration: Passive	Decrease the target's Physical or Gun <b>interaction</b> by 1 "step" (min. Neutral). This also effects Defense effects such as Tetrakarn.	
<b>Anti-Personnel "Typhon" Drone</b>	Gun, Area, Physical (A)	Caster	<b>Warded:</b> At the end of your turn, you can choose to deal <b>STR</b> Gun damage to any number of units adjacent to you, no dodge check. This effect ends when the Warded Condition on you ends.	A series of floating drones zips around you, firing concentrated laser blasts at nearby enemies.
	Time: Default	Duration: Up to 3 rounds		

## Tier III

Name	Categories	Reach	Effect	Description
<b>Triple Down</b>	Multi, Gun, Physical (A)	Up to 3 targets within 7 meters	On hit: <b>STRd10</b> Gun damage. You can choose the same target up to two times. If you do, the second instance of this attack deals half damage.	Your Persona delivers a flurry of bullets from all angles.
	Time: Default	Duration: Instant		
<b>BFS-9000</b>	Line, Gun, Ward, Move, Physical (A)	Any number of targets between you and a point within 4 meters.	On hit: <b>STRd10</b> Gun damage.	A giant sphere of crackling green energy slowly flies forward and explodes with massive energy, turning everything in its path to dust.
	Time: Default	Duration: Instant	<b>Warded:</b> If this spell slays a target, you can use a <b>Free</b> action to move to the position of the target, and increase the duration of Warded on yourself by 1 round (max. 3).	
<b>Deterrence Bullet</b>	Mono, Gun, Ward, Repress, Physical (A)	One target within 6 meters	On hit: <b>STRd12</b> Gun damage.	After an initial burst of bullets, you are orbited by a spectral weapon that fires grazing shots at targets for the spell's secondary effect.
	Time: Default	Duration: Instant	<b>Warded:</b> For the duration of the Warded condition on you, whenever a unit within 6 meters of you declares an attack, you can spend your <b>Interrupt</b> action to apply a -1 HDC to that attack, then you can <b>Repress</b> the use of any Physical spell in your deck: You can apply this effect once again this round against a different target.	



## Tier V

Name	Categories	Reach	Effect	Description
<b>Justice Shot</b>	Mono, Gun, Ward, Physical (A)	One target within 5 meters	On hit: <b>STRd12</b> Gun damage. <b>Warded:</b> If damage dealt by this spell reduces the target's HP to 50% or less, you can <b>Repress</b> and remove the <b>Warded</b> condition on yourself: This spell reduces the target's HP to 25%. This effect cannot be activated against targets with Hetelic Resistances.	Your Persona materializes a guillotine blade over the target and brings it down by shooting the rope holding it up. The blade crashes down, slicing through the target.
	Time: Default	Duration: Instant		
<b>Sinful Shell</b>	Mono, Gun, Heal, Physical (A)	One target within 6 meters	On hit: <b>STRd12 + X*STR</b> , where X is the number of <b>Status</b> , <b>Buff</b> and <b>Debuff</b> effects active on you. After casting this spell, you can choose to remove any number of Status or Debuff effects active on you as a <b>Free</b> action.	You leap towards the target, with your Persona shadowing your movements. You deliver a single shot to the target, powerful enough to send yourself flying back to your starting position.
	Time: Default	Duration: Instant		
<b>Plasma Smasher</b>	Mono, Gun, Curse, Physical (A)	One target within 5 meters	On hit: <b>STRd12+STR</b> Gun damage. <b>Warded:</b> Apply the following <b>Curse</b> : Every time this unit takes Gun type damage, add one Wildfire Counter to this target: When Warded is removed from the caster, this target takes X/2 STR Gun damage, where X is the number of Wildfire Counters on this target, then remove all Wildfire Counters on this target. <i>(This overrides the default Curse duration and triggering condition)</i>	You fire an explosive device that attaches itself to the target. With each bullet the target is hit with, the device glows brighter and clicks louder, until it explodes into a magnificent display of violence.
	Time: Default	Duration: Instant		

## Feats

Name	Effect	Req.	Additional
<b>Battlements of the Palace</b>	The effects applied by <i>Vector Shield</i> now stack with other Buff effects. Increase the range of all Gun Category spells you cast by 1 meter.	Can only be activated if your active Persona possesses the Physical Type	Can only be chosen once.