



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](#).

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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
Kirijo Suppressants	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
Blankenheim Suppressants	Inhalants. For 4 Time blocks: Nullifies the effects of Gnawing Hunger. One purchase grants seven units, a week's worth.	2 RP	1d4
Berserk Release	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
Fate Embraced	Apply the following changes to Amorphous Instability: ❖ Change its Type to Almighty. ❖ Increase its success chance to $45+2(\text{SKL}+\text{TEC}\%)$	Artificial Class, Tier III or higher in at least one Social Skill	Cannot be chosen by Users with the <i>Rebellion Arisen</i> Feat
Rebellion Arisen	You gain one extra use of Berserk 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
Hunger Sated	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
Angel of the Abyss	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
Devil Auction	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	
Fading Ink	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	
Calamity's Grasp	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	
Radiant Legacy	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.
Grimoire Mastery	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
Celestial Mechanics	STRd4	1-2	A nameless cover made with soft, embossed leather.	1 RP
Margites	STRd6	1-4	A brightly-colored cover depicting an ancient story.	2 RP
Cardenio	SKLd6	1-4	A carefully cured leather cover, fit to present a king.	2 RP
Fortunata	MAGd8	1-3	A thoroughly weathered cover with edges worn out by time.	2.5 RP
Sanditon	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
Agatha's Island	Physical	+1d4 damage	A tragic, melancholic tale of a woman spurned.	1 RP
Indiscrete Heiress	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
Strange Cases	PSY	+SKL damage	The first draft, thought lost, of a popular thriller, littered with scribbles and notes.	2.5 RP
The Great War	Nuclear	+1d8 damage	Worn and yellowed pages describing the horrors of a war long gone.	3 RP
Double Exposure	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
The Great Canon	Deals extra damage equal to your Knowledge Tier	An oversized, well-worn bookmark made from Chinese silk.	1 RP
Wandering Night	+2 LCK	A glossy, jet-black bookmark singed by flames.	2 RP
Final Crown	Snipe 3	A strip of paper repurposed into a bookmark, the final surviving manuscript of a legendary modern writer.	2 RP
Divine Index	+1 HDC	A delicate strip of fabric decorated with golden Greek lettering.	2.5 RP
Lost Bible	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
End of Days Formation	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.
Hee-Ho-rmation	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.
Amorphous Formation	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.
Old School Formation	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.
Modern Mythos Formation	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.
Suspicious Formation	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.
Pharaonic Formation	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.
Midsummer Night's Formation	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.



Ulster Formation	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.
Akashic Formation	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.
Heavenly Formation	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.
Ragnarök Formation	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
Trumpeter	End of Days	Trumpeter's Wielder can cast End's Envoy 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. Repress this spell.
King Frost	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.
Mara or Lilith	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.
Odin	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



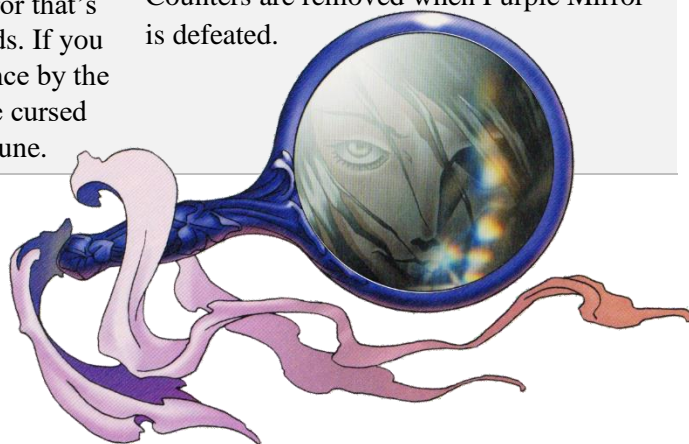
A mysterious, sentient mirror that's talked about in urban legends. If you don't forget about its existence by the time you turn 20, you'll be cursed with incredible misfortune.

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

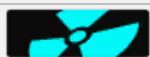
6

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: Master of Wheels – 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	Chain Slash: 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.
Resist	6	1	5	
	AGI	VIT	LCK	Drive-By: 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. Ram: 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.
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.

