



SEA OF SOULS

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





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Welcome to the Sea of Souls! This document compiles the first 2023 batch of official add-ons released for the [Grimoire of Heart](#) starting from the 4.7.5 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!

Updated 2023-01-05

Shadows

Mermaid

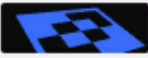
III – The Empress

Level 2

Hit Points 42

Spell Points: 3

Types



Dispositions:

Flirty



Natural Skill: **Sinking Choir** – Spells you cast with the "Dance" clause can target 1 extra target (added after rolling for targets).

STR

1

MAG

4

TEC

4

AGI

6

VIT

3

LCK

2



Null



Weak

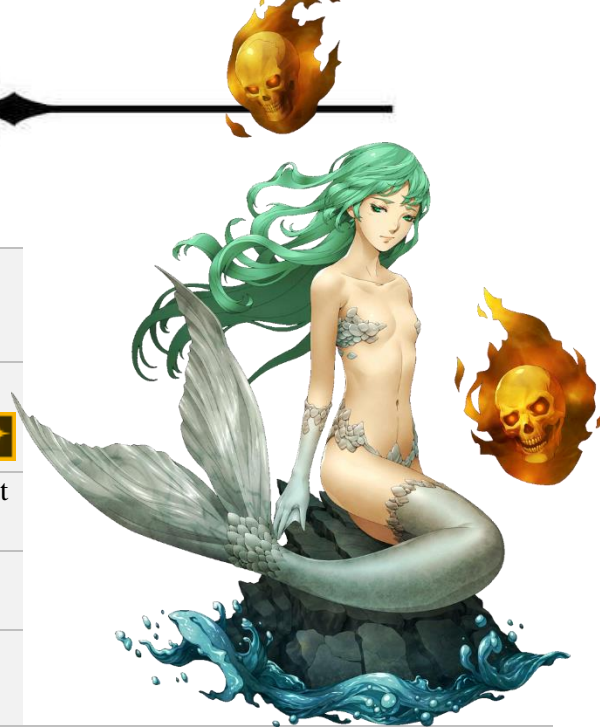


Weak

Stormcaller Song: Up to 1d6 targets within 7 meters. On hit: 4d4-3 (8) Ice damage.

Dormina: 1 target within 5 meters: 15+5TEC% Stunned chance.

Rakukaja: One target Mermaid can see: Fortify Physical and Elements +4 for 3 rounds.



A mythical sea creature with the body of a woman but the lower half of a fish.

Mermaids can fall in love with humans, but some are malicious and will use their powers to lure sailors to their doom.



Loup-Garou

X – Fortune

Level 5

Hit Points 72

Spell Points: 6

Skill Bonus: +1 STR

Natural Skill: **Unholy Shapeshifter** – During the Evening and Night blocks, you gain +1 Tier for Charm, Expression and Courage, but suffer -1 Tier for Knowledge, Discipline and Empathy

Dispositions:

Noble, Chaotic



Types



STR

5

MAG

4

TEC

4

AGI

1

VIT

4

LCK

6



Null



Resist



Weak



Weak

Critical Aura: Loup-Garou's next attack has +1 HDC and +4 Critical Margin

Souffle D'éclair: One target within 4 meters. HDC -1. On hit: 4d12 (26) Thunder damage.

Damascus Claw: One target within 5 meters. On hit: 5d8 (22) Physical damage. On crit: Instead of dealing double damage, Loup-Garou can deal the same rolled damage to another target within range (no dodge check)

A legend from France. It's said that those who continue to disrespect Lent become wolfmen, and can never restore their humanity.

Amanozako

Dispositions:

Friendly



I – The Magician

Level 10

Hit Points 208

Spell Points 11

Skill Bonus: +2 MAG, +1 VIT

Natural Skill: **Heavenly Counter** – Every time you take damage calculated using STR, you can deal SKL Dark damage against the originator of this damage (no dodge check). If you do, the target suffers *Tarunda* (-1 STR, -1 MAG for 3 rounds)

Types



STR

MAG

TEC

AGI

VIT

LCK

1

8

7

2

8

2



Repel



Null



Resist



Weak



Weak

A deity of rebellion born from Susano-o's pent-up rage. It's said all disobedient and rowdy yokai are descended from Amanozako.

Mediarahan: Any number of targets, except Amanozako, are healed to 100% HP

Zanbarion: 1 target within 10 meters. On hit: 8d10 (44) Wind damage and 25% Knockdown chance.

Maziobarion: Any number of targets within 7 meters. On hit: 8d4 (20) Thunder damage and 30% Shocked chance. If the target is already Shocked when this attack deals damage, this attack is a guaranteed Critical hit.



Fionn mac Cumhaill

A hunter whose name means "bright, lustrous, fair and just" and was raised by druids. Fionn accidentally ate some of the Salmon of Knowledge, and could call upon vast wisdom by licking his thumb, where fat from the salmon landed.

I – Magician

Level 11

Hit Points 156

Spell Points 12

Skill Bonus: +2 STR, +1 VIT

Natural Skill: **Salmon of Knowledge** – Treat your Knowledge Tier as +1 for all checks. Every time you gain Knowledge Points, you gain 1d2 extra points.

Types



Dispositions:

Noble



STR

MAG

TEC

AGI

VIT

LCK

7

1

5

5

6

2



Null



Null



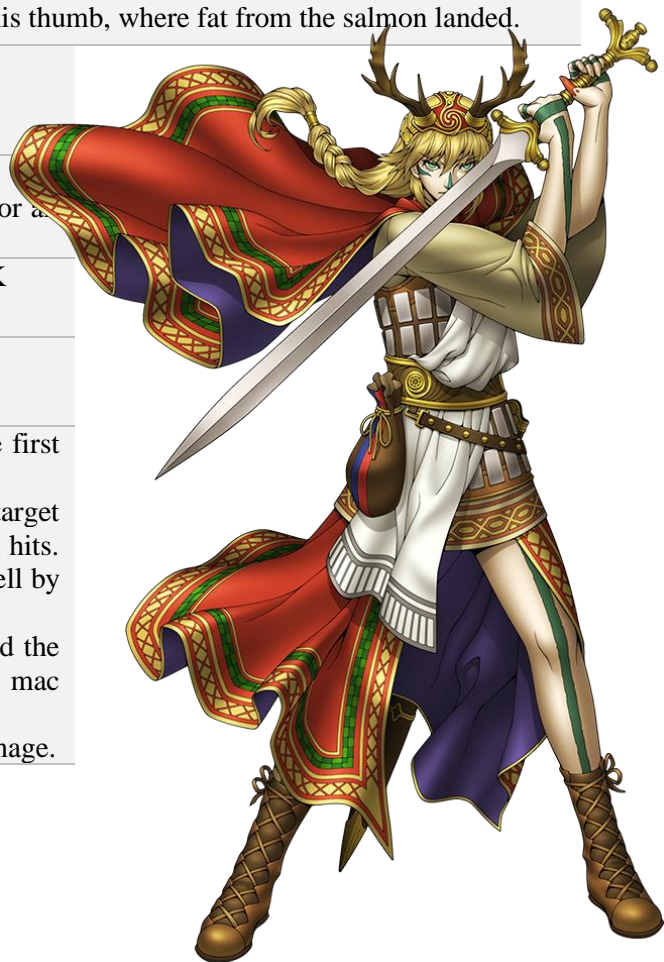
Weak

Enduring Soul (P): Once Fionn Mac Cumhaill is reduced to 0 HP for the first time in each combat, he's restored to 100% HP.

Mac an Luin: This spell cannot be cast in two consecutive rounds. One target within 4 meters. This spell does not spend Luck Charges to attempt Critical hits. On hit: 7d10 (38) Physical damage. On crit: Multiply the damage of this spell by 4, instead of 2.

Bufubarion: One target within 8 meters. On hit: 7d10 (38) Ice damage and the target's total Movement Allowance becomes 1 until the end of Fionn mac Cumhaill's next turn. This is considered a Debuff effect.

Mist Rush: Up to 1d4 targets within 6 meters. On hit: 7d8 (31) Physical damage.



Cleopatra

III – The Empress

Dispositions:

Devilish, Snobbish



Level 12

Hit Points 180

Spell Points 13

Types



Skill Bonus: +4 Charm, +4 Expression, +1 TEC, +1 AGI

Natural Skill: **Flawless Beauty** – If all your Social Skills are the same Tier, you gain +1 Tier for all Social Skill checks.



Resist

Weak

STR

1

MAG

3

TEC

10

AGI

6

VIT

6

LCK

2

Frolic: Any number of targets. Inflicts -2 STR, -2 MAG, Fortify Physical & Elements -8 for 3 rounds (this is a Debuff effect) and 5TEC% (50%) Charmed chance.

Hamabaron: Deals 40+3TEC% (70%) of the target's current HP as Light damage. If the target is Weak or Neutral against Light, this has a 20% chance to put the target in Death's Door.

Luster Candy (P): At the start of combat, Cleopatra and all Shadows gain +1 STR, +1 MAG, +1 TEC, +1 AGI, +1 LCK for the next 3 rounds.

Adaptive Tactics (P): After Cleopatra takes damage she's Weak against, remove the Weakness to that Type and apply Weakness to a different Type (Narrator's choice).

The last Ptolemaic ruler of Egypt, a woman as charming as she was intelligent.



Demeter

II – Priestess

Dispositions:

Friendly, Devilish



Level 15

Hit Points 102

Spell Points 16

Types



Skill Bonus: +2 MAG, +2 TEC, +1 AGI

Natural Skill: **Seasons of Rebirth** – At the start of combat, choose one Type you're not Weak against: You Resist that Type for the first 4 rounds. This is a Buff effect.

STR

1

MAG

8

TEC

9

AGI

8

VIT

3

LCK

2



Null

Weak

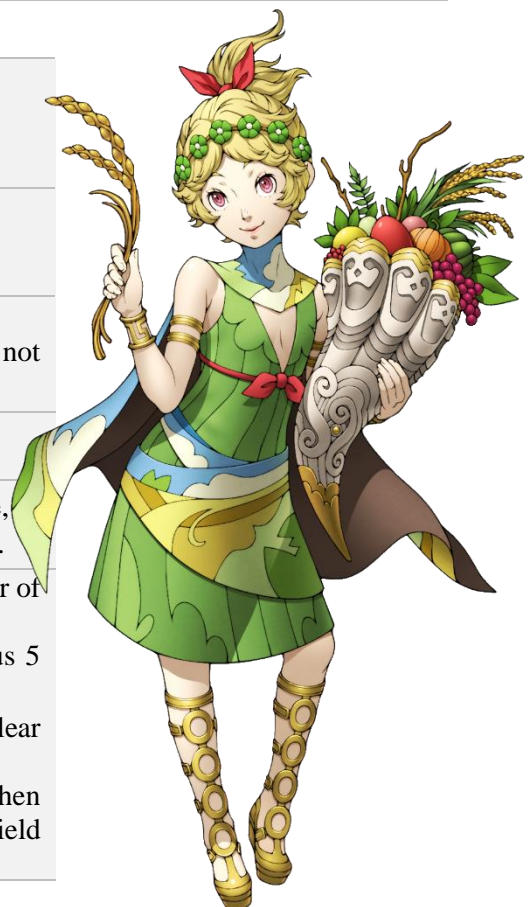
Greek goddess of harvest and agriculture, sister of Zeus and mother of Persephone.

Summer of Dreams: Removes all Debuff effects and all Status effects from any number of targets Demeter can see.

Autumn of Peace: One target within 10 meters. On hit: 8d12 (52) Wind damage, plus 5 Wind damage for each meter of distance between Demeter and her target.

Winter of Emptiness: All units within 5 meters, except Demeter. On hit: 8d6t (28) Nuclear damage and moves all targets so they're 6 meters away from Demeter.

Eleusinian Spring: Can only be cast once per combat. Heal all Shadows to 100% HP, then give each of them a shield with HP equal to 30% of that Shadow's maximum HP. This shield takes any damage the Shadow would take, but this shield's HP cannot be restored.



Nuwa

XI – Strength

Types



Level 16

Hit Points 204

Spell Points 17

Does not respond to negotiation.

Can only be obtained through Fusion if the party has the “Pillar Fragment” item in their inventory.

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

Natural Skill: **Mountain and Sea** – Once per combat, when you declare an attack or spell that has a % chance to trigger a Status: Add 20% to that chance.

STR	MAG	TEC	AGI	VIT	LCK
1	9	8	7	6	2



Reflect



Null



Null



Weak

Rebuilt Pillar (P): Once Nuwa is defeated, "Nuwa, The Serpent of Creation" spawns into combat.

A new round starts automatically, with Nuwa, The Serpent of Creation placed in the first spot of the queue.

Dancing Strike: One target within 8 meters. On hit: 9d10 (49) Physical damage, and roll this attack again. If the second attack hits, roll this attack a third time.

Floral Gust: 1d4+1 targets within 8 meters. On hit: 8d6 (28) Wind damage. This attack treats Null and Resist Wind as Neutral.

Diamrita: One target Nuwa can see recovers 20% of its maximum HP and is healed of all Status effects.

One of the “sovereign” deities of Chinese lore, said to have created humanity from mud, being also responsible for creating several ways to protect humans from natural disasters.



Nuwa, The Creator Serpent (Tyrant)

XI – Strength

Level 16

Hit Points 500

Types



Cannot be obtained through Fusion, does not respond to negotiation.

Sovereign of Thunder – Whenever Nuwa, The Serpent of Creation would take damage, she can redirect any amount of damage to any number of Thunder Bits in combat, up to their current HP.

STR
5

MAG
10

TEC
9

AGI
8

VIT
6

LCK
2



Reflect



Null



Null



Resist

Embodiment of Fulmination (P): At the start of combat, Nuwa, The Serpent of Creation spawns 2 *Thunder Bits* (below) into combat. Thunder Bits are considered Cognitive objects with 50 HP each. Thunder Bits have no Type Interactions and cannot dodge attacks declared against them. Whenever Nuwa, The Serpent of Creation moves, all Thunder Bits in combat are moved to the closest possible adjacent positions to her.

Once Nuwa, The Creator Serpent is defeated, she gifts the party the *Pillar Fragment* item.

Dream of the Red Chamber: Spawn 1d4 Thunder Bits into combat, as long as there are no Thunder Bits in combat.

Slumber Vortex: Any number of targets. 15+5TEC% (60%) Charmed chance, and 15+5TEC% (60%) Fearful chance.

Punishing Dekaja: Removes all Buff effects from combat. If a target lost a Buff effect this way, they take 15 Almighty damage (no dodge check)

Electrify: Nuwa's next spell ignores all Type interactions. This is considered a Buff effect.

Rising Storm Dragon: All combatants, except Nuwa. On hit: 10d10 (55) Thunder damage, plus 10 Thunder damage for each Thunder Bit currently in combat. If there are no Thunder Bits in combat, this spell deals half its rolled damage.

Nuwa, The Creator Serpent can perform up to three Hetelic Actions per round.

Crush the Pillars: Remove all Wall and Charge effects on any number of targets.

Wither: One random User gains Weakness against Thunder or Status for three rounds.

Ionized Air: All Users in combat take 20 Thunder damage (no dodge check) for each Thunder Bit in combat.

Infinite Vanguard: If Nuwa, the Creator Serpent is not first in the initiative queue, she is moved to the first spot in the initiative queue and can perform two standard actions. This takes effect at the start of the next round, and costs two Hetelic Actions instead of one.

Nuwa, the Sovereign deity who created humans from mud and repaired the very heavens after the pillars that hold it aloft were damaged during a battle. The “Nuwa who shapes stones and mends heavens” is a popular Chinese legend, and it’s said that one of the stones Nuwa neglected to use became Jia Baoyu, the protagonist of a popular novel.





