SEA OF SOULS

SUPPLEMENTARY CONTENT FOR THE GRIMOIRE OF HEART

VOLUME VI

Huge thank-you to our *Tyrant* Patrons:
Cr-ho Frost
Silver Foxy
AnVee

And a big thank-you to our *Velvet Guest* Patrons:
Amaterasu
ChazGhost, Sinister Demonologist
Digital dEvil (designer)
Insanity

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!

Updated 2023-07-22

User Class – Maken's Host

"There are some that would deny us the wonderful future promised by the Image, all part of a new path of chaos. But soon Maken will help us. Deus ex machina is coming…"

For a long time, humans have been fascinated with the idea of souls, or *Image*, the intangible force that produces feelings and processes the senses. If they could find a way to access and manipulate the *Image,* they figured, they could treat mental illness, uncloud the mind, and even extract memories from humans. This was the motivation behind the creation of Maken, "artificial demons" who can access the Image and, in some cases, control it completely, overriding the will of an unfortunate host.

As a host of the most recent iteration of the Maken, you gain impressive powers and resilience above most humans', but losing grip on your sense of self for even a few moments might give the Maken the chance it needs to take over your Image forever.

- ❖ **The Demon Sword:** The Maken itself is a small, shapeless creature with a single golden eye. It is able to produce thin tentacles to help attach itself to its hosts and produce a "shell" to keep itself safe. Aesthetically, your Maken is hosted primarily on your equipped weapon, creating a characteristic armored or scaled appearance around it and granting you golden eyes.
    - o All basic attacks you declare gain +2 maximum range.
    - o As long as you have a weapon equipped, you're considered to have the associated *Mastery* Feat of that weapon class, if you don't already have it. Having a *Mastery* Feat through this effect does **not** make you eligible to acquire a Feat that requires it, such as Cavalier Parry.
- ❖ **Brain Jack:** The Maken's influence on the brain and the *Image* can temporarily affect other creatures and use their memories and abilities for their host.
    - o As a default action, you can declare a basic attack, using an ally's position and equipped weapon instead of yours to calculate range and damage. This feature can target allies in Death's Door. You can choose to use your Combat Skills, Buffs, Feats and Conditions for this attack, or the target ally's. This feature does not trigger the temporary Feat granted by *The Demon Sword.*
- ❖ **Conqueror of Image:** Although Shadows do not possess minds as natural beings do, they're still born of Image, which a Maken can proficiently manipulate.
    - o Once per combat, when you defeat a Shadow, you gain one spell of one of the Shadow's Types. That spell's Tier is based on the Shadow's Level (Core, Page 163).
    - o Any number of times per combat, when a Shadow is defeated, you can spend 1 Aspect Point to trigger Brain Jack as an Interrupt action.
    - o When you declare a basic attack, including by the effects of Brain Jack, you can spend the use of one Damage Type spell in your deck: Change the damage of your basic attack to the damage of that spell.
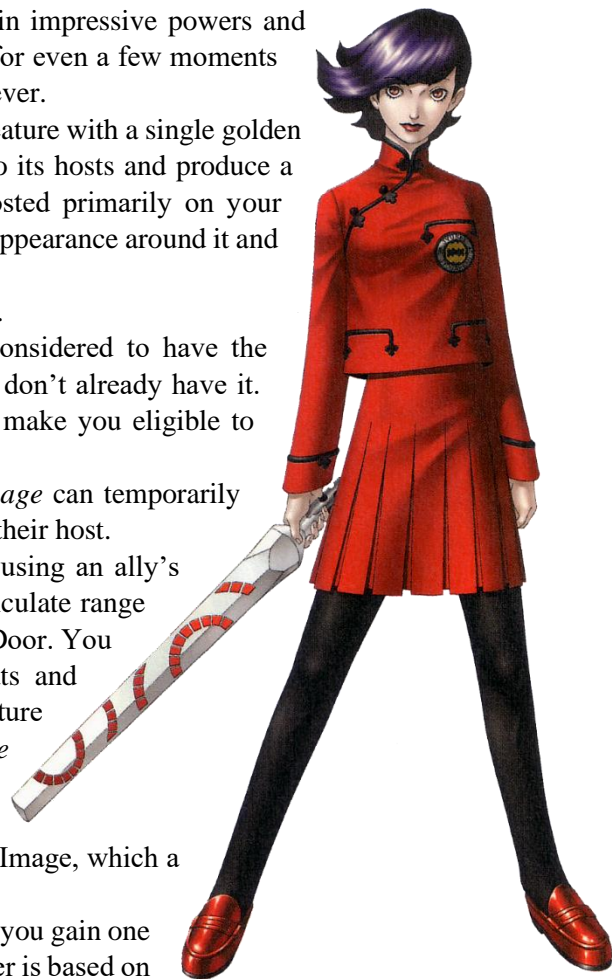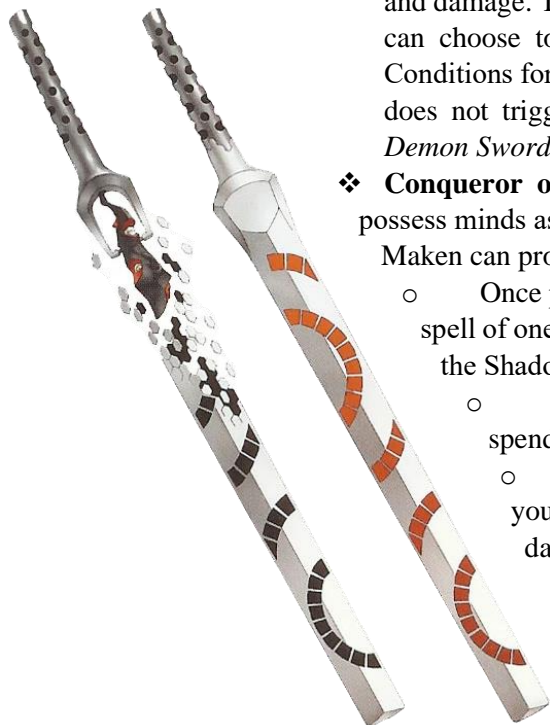
Gun Spells

Gun spells deal Gun damage but are considered Physical Type 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
Vector Shield	Buff, Ward, Physical (A)	Caster	You gain the **Warded** Condition while under the effect of this spell. **Choose**: **Fortify <Physical & Elements> +4** or **+1 AGI** 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		
Vector Split	Buff, Ward, Physical (A)	One ally you can see	Can only be cast if you are under the effects of **Vector Shield**. Decrease the remaining duration of Vector Shield on yourself by 1 round, then apply the effects of *Vector Shield* to the target for the same duration as yours. This applies both **Warded** 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		
Detached Emplacement	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		
Aimed Shot	Mono, Gun, Ward, Physical (A)	1 target within 6 meters	On hit: **STRd8** Gun damage. **Warded:** This spell gains +1 TEC to calculate hit and +1 STR to roll damage. These are not Buff effects.	You prepare a charged shot aimed towards the target's weak points.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Hallelujah, Lock and Load	Mono, Gun, Physical (A)	1 target within 4 meters	On hit: **STRd12** Gun damage. **+1 Critical Margin**.	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: **+1 HDC**.	
Trigger Happy	Repress, Physical (P)	Caster	When you cast a Physical Type spell, you can choose to **Repress** it, and choose one target of that spell: Decrease the target's Physical or Gun **interaction** by 1 "step" (min. Neutral). This also affects Defense effects such as Tetrakarn.	Your Physical and Gun spells are infused with a glowing trail of energy that can melt through armor.
	Time: Automatic	Duration: Passive		
Anti-Personnel "Typhon" Drone	Gun, Area, Physical (A)	Caster	**Warded**: At the end of your turn, you can choose to deal **STR** 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
Triple Down	Multi, Gun, Physical (A)	Up to 3 targets within 7 meters	On hit: **STRd10** 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		
BFS-9000	Line, Gun, Ward, Move, Physical (A)	Any number of targets between you and a point within 4 meters.	On hit: **STRd10** Gun damage. **Warded**: If this spell slays a target, you can use a **Free** action to move to the position of the target, and increase the duration of Warded on yourself by 1 round (max. 3).	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		
Deterrence Bullet	Mono, Gun, Ward, Repress, Physical (A)	One target within 6 meters	On hit: **STRd12** Gun damage. **Warded**: For the duration of the Warded condition on you, whenever a unit within 6 meters of you declares an attack, you can spend your **Interrupt** action to apply a -1 HDC to that attack, then you can **Repress** the use of any Physical spell in your deck: You can apply this effect once again this round against a different target.	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		

Tier V

Name	Categories	Reach	Effect	Description
Justice Shot	Mono, Gun, Ward, Physical (A)	One target within 5 meters	On hit: **STRd12** Gun damage. **Warded:** If damage dealt by this spell reduces the target's HP to 50% or less, you can **Repress** and remove the **Warded** 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		
Sinful Shell	Mono, Gun, Heal, Physical (A)	One target within 6 meters	On hit: **STRd12** + **X*STR**, where X is the number of **Status**, **Buff** and **Debuff** 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 **Free** 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		
Plasma Smasher	Mono, Gun, Curse, Physical (A)	One target within 5 meters	On hit: **STRd12**+**STR** Gun damage. **Warded:** Apply the following **Curse**: 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 (Caster's) STR Gun damage, where X is the number of Wildfire Counters on this target, then remove all Wildfire Counters on this target. *(This overrides the default Curse duration and triggering condition)*	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		

Bloom Spells

Bloom spells are Wind Type spells, deal Wind damage and are considered Wind spells for features that specify spell Types. If an effect or feature affects Wind spells, it also affects Bloom spells. However, effects that specifically denote "Bloom Category spells" do not affect Wind spells that lack this Category.

Pollen is a condition applied to specific spaces affected by Bloom spells. Pollen can overlap units, but not other Pollen, nor other spell effects, such as the effect of Anomalous Alpha or Fire Monk's Trance. All Pollen placed disappears at the end of the caster's next turn.

Tier I

Name	Categories	Reach	Effect	Description
Prak	Mono, Line, Bloom, Pollen, Wind (A)	One target between you and a point within 3 meters.	On hit: **MAGd6** Wind damage. After casting this spell, regardless of passing the hit check, **move** to the chosen point, for no additional action cost, and place **Pollen** on all spaces between you and this point.	You surround yourself with a gentle spiral of sharp leaves and dash forward, scattering glimmering pollen in your wake.
	Time: Default	Duration: Instant		
Haprak	Multi, Line, Bloom, Pollen, Wind (A)	Up to 3 targets between you and a point within 5 meters.	On hit: **MAGd4** Wind damage. After casting this spell, place **Pollen** on the position of each target that took damage from this spell, then **move** to the chosen point, for no additional action cost.	You dash ahead as your Personal leaps between foes, striking them swiftly.
	Time: Default	Duration: Instant		
Maprak	Movement, Bloom, Pollen, Wind (A)	Any number of targets you become adjacent to during your movement.	As part of casting this spell, you spend your entire remaining **movement allowance** for this turn. On hit: **MAGd4-4** Wind damage. Place **Pollen** on the position of each target that took damage from this spell.	You weave across the battlefield as roots spring from the ground, slashing at nearby enemies.
	Time: Default	Duration: Instant		
Path of Yellow Carnations	Blossom, Wind (A)	Any number of targets in Pollen spaces.	Until the end of each affected unit's turn, they take Wind damage equal to their **SKL** for each space they move as their **movement** action.	Your trail of pollen blossoms into soft yellow flowers that attach themselves to enemies, bursting into energy as the targets move.
	Time: Default	Duration: Until the end of unit's turn.		
Trail of Dahlias	Blossom, Heal, Movement, Wind (A)	Any number of targets in Pollen spaces.	Affected units recover HP equal to the caster's **MAG** and gain **+2 Movement Allowance** for the next movement action they declare. This does not stack with other activations of Trail of Dahlias.	Your pollen creates a path of gentle white flowers. Their petals float upwards and surround your allies, protecting them.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Praka	Mono, Line, Bloom, Pollen, Wind (A)	One target between you and a point within 4 meters.	On hit: **MAGd8** Wind damage. After casting this spell, regardless of passing the hit check, **move** to the chosen point, for no additional action cost, and place **Pollen** on all spaces between you and this point.	You leap ahead, scattering a trail of thorny branches in your wake that lacerate enemies.
	Time: Default	Duration: Instant		
Hapraka	Multi, Line, Bloom, Pollen, Wind (A)	Up to 3 targets between you and a point within 5 meters.	On hit: **MAGd6** Wind damage. After casting this spell, place **Pollen** on the position of each target that took damage from this spell, then **move** to the chosen point, for no additional action cost.	Your Persona creates a blast of wind that propels you ahead as savagely sharp plants emerge under and around your targets.
	Time: Default	Duration: Instant		
Mapraka	Movement, Bloom, Pollen, Wind (A)	Any number of targets you become adjacent to during your movement.	On hit: **MAGd4** Wind damage. Place **Pollen** on your position, and on the position of each target that took damage from this spell.	You walk across the battlefield, surrounded by trees that emerge from the ground between you and your enemies, crashing violently against them.
	Time: Default	Duration: Instant		
Shrine of the Heliotrope	Quick, Pollen, Wind (A)	Any number of Pollen you placed	Move all **Pollen** you placed to positions adjacent to you or one target within 4 meters.	A gentle globe of purple flowers with white centers emerges at the chosen spot, drawing pollen to itself.
	Time: Quick	Duration: Instant		
Lose thy Way, Geranium	Blossom, Wind (A)	Any number of units on Pollen spaces, or adjacent to Pollen spaces	Affected units take **MAGd2** Wind damage, no dodge check. This can damage each unit up to two times, if the effect of a **Pollen** space and another Pollen's adjacent spaces overlap.	Your pollen gives way to bundles of white flowers that quickly become rose, then red, then burst in a splash of color and energy.
	Time: Default	Duration: Instant		
Petals for Armor	Blossom, Damage (A)	Caster	If you cast this spell while on a Pollen space, gain the following effect: Until the start of your next turn, if you take damage from a Type you Resist, Null, Drain, or Absorb, you can cast a Tier II or lower **Pollen** Category spell from your deck as your Interrupt action for that round. If casting a spell this way would spend Energy, it spends 1 less Energy.	You are surrounded by orbiting pieces of armor made from leaves and petals.
	Time: Default	Duration: Until the start of your next turn		

Tier III

Name	Categories	Reach	Effect	Description
Pakradyne	Mono, Line, Bloom, Pollen, Wind (A)	One target between you and a point within 4 meters.	On hit: **MAGd10** Wind damage. After casting this spell, regardless of passing the hit check, **move** to the chosen point, for no additional action cost, and place **Pollen** on all spaces between you and this point, then place **Pollen** on your current position.	You rush forward, leaving a large seed behind you. This seed sinks into the ground and a massive flytrap emerges an instant later, snapping at the target.
	Time: Default	Duration: Instant		
Hapakradyne	Movement, Bloom, Pollen, Wind (A)	Any number of targets you become adjacent to during your movement.	As part of casting this spell, you spend your entire remaining movement allowance for this turn. Hit: **MAGd6+5** Wind damage. Place **Pollen** on your final position, and on the position of each target that took damage from this spell.	You surge ahead as pitcher flowers rise behind you, producing a wave of acid that rushes towards your enemies.
	Time: Default	Duration: Instant		
Mapakradyne	Movement, Bloom, Pollen, Wind (A)	Any number of targets you become adjacent to during your movement.	As part of casting this spell, you spend your entire remaining movement allowance for this turn. Hit: **MAGd4** Wind damage. Place **Pollen** on your starting position, on the position of each target that took damage from this spell, and the final position after you cast this spell.	You are surrounded by an orbit of razor-sharp brambles that whip towards anything that dares come near you.
	Time: Default	Duration: Instant		
In Mourning, Purple Hyacinth	Blossom, Wind (A)	Any number of unoccupied Pollen spaces	**Pollen** spaces that were unoccupied when you cast this spell cannot be moved into or through until the start of your next turn.	An array of tall, deep purple flowers emerges from your pollen, pushing back against any attempt to be breached.
	Time: Default	Duration: Until the start of your next turn		
Under the Gaze of the Amaryllis	Blossom, Damage (A)	Up to three targets on Pollen spaces or adjacent to Pollen spaces	Affected units gain the following effect: When you deal damage with a basic attack, or a spell without the Pollen Category, you deal +**SKL** Wind damage, and can spend 1 Energy to place **Pollen** on the spaces of up to two targets who took damage from that attack or spell.	Each affected unit gains a gentle red flower somewhere on their person. This flower flies off when an attack is declared, bursting on impact.
	Time: Default	Duration: Until the end of each target's next turn.		

Tier V

Name	Categories	Reach	Effect	Description
To Our Home, in Marigold	Mono, Line, Bloom, Pollen, Wind (A)	One target between you and a point within 4 meters.	Hit: **MAGd12+4** Wind damage and place Pollen on the target's space. After casting this spell, regardless of passing the hit check, **move** to the chosen point, for no additional action cost, place **Pollen** on all spaces between you and this point, then place **Pollen** on your current position.	A beam of sunlight shines on your path, giving rise to a trail of golden-orange flora that rises from the ground and bursts, glowing intensely.
	Time: Default	Duration: Instant		
Triumvirate of the Hydrangea	Movement, Bloom, Pollen, Wind (A)	Any number of targets you become adjacent to during your movement.	As part of casting this spell, you spend your entire remaining movement allowance for this turn. Hit: **MAGd8+MAG** Wind damage. Place **Pollen** on your position, then place **Pollen** in one position for each target who took damage from this spell.	Petals in blue, purple and pink rain onto each of the targets before being picked up by a gale, suddenly slicing into the enemies.
	Time: Default	Duration: Instant		
Thyme, and Fate's Cruelty	Movement, Bloom, Pollen, Wind (A)	Any number of targets you become adjacent to during your movement.	As part of casting this spell, you spend your entire remaining movement allowance for this turn. Hit: **MAGd6** Wind damage. For every 4 spaces moved while casting this spell, place 1 **Pollen** onto any space within 5 meters.	You weave through the arena, avoiding any hazards in your way. Once you stop, the path you took glows and thousands of small flowers shoot up from the ground, suffocating anything in their path.
	Time: Default	Duration: Instant		
Disappear Under a Sea of Crimson Roses	Quick, Movement, Death, Wind (A)	Any number of units on Pollen spaces	Targets whose HP are below **20%** are instantly slain. This is considered a Wind Type Death Effect. For each unit slain by this effect, you gain +1 **Movement Allowance** until the end of your turn. Against targets with **Hetelic Resistances**, this instead deals 5% of the target's HP as Wind damage, and rolls to hit.	A storm of blood-red petals falls over the arena. Weakened targets are surrounded by petals that melt into a crimson puddle that pulls them in, where they vanish.
	Time: Quick	Duration: Instant		
March Forth, Edelweiss	Blossom, Damage, Wind (A)	Any number of units on Pollen spaces	Choose a **Type** your Active Persona has. Affected units gain the following effect: The next time you take damage from a spell of the chosen Type, increase your Interaction with that Type by one "step" (Weak - Neutral - Resist, etc.) for that spell.	When affected units are about to take damage, a soft white flower with thick petals emerges, partially absorbing the attack into itself before disappearing.
	Time: Default	Duration: Until the start of your next turn		

Weather Spells

Weather spells are Thunder Type spells, deal Thunder damage and are considered Thunder spells for features that specify spell Types. If an effect or feature affects Thunder spells, it also affects Weather spells. However, effects that specifically denote "Weather Category spells" do not affect Thunder spells that lack this Category.

Weather is a condition applied to the entire battlefield. Weather lasts until the end of combat, or until another Weather is applied. Weathers do not stack unless stated otherwise. Any User can trigger the effect of a Weather effect using the action described along the Weather keyword in the spell block, such as **Weather (Default)** requiring a Default action to trigger. If there is more than one Weather condition active, you must choose which one to trigger. **Forecast** counters are used to cast Weather effects and are individual to each Users, not shared.

Tier I

Name	Categories	Reach	Effect	Description
Vata	Mono, Weather, Thunder (A)	One target within 7 meters	On hit: **MAGd6** Thunder damage and gain 1 **Forecast** counter.	You fire a stream of sparks that home in on the target, leaving a trail of glowing particles behind.
	Time: Default	Duration: Instant		
Havata	Multi, Weather, Thunder (A)	Up to 3 targets within 7 meters	On hit: **MAGd4** Thunder damage and gain 1 **Forecast** counter. If this spell deals damage to at least one target who's Weak against Thunder, you gain 1 more **Forecast** counter.	You create a burst of fog that clings to enemies. This fog collapse into a stream of electricity that leap between targets.
	Time: Default	Duration: Instant		
Mavata	Total, Weather, Thunder (A)	Any number of targets within 7 meters	On hit: **MAGd4-4** Thunder damage and gain 1 **Forecast** counter. If your HP is at 100% after you cast this spell, gain 1 more **Forecast** counter.	You create a small cloud that fires lightning in all directions.
	Time: Default	Duration: Instant		
Gathering Clouds	Weather, Quick (A)	Caster	Spend 3 **Forecast** counters to apply **Weather (Quick):** Restore HP equal to your PLv. to yourself.	The arena is surrounded by dark hanging clouds. The rain from these clouds is cool and refreshing, able to mend small wounds.
	Time: Quick	Duration: Until the end of combat.		

Tier II

Name	Categories	Reach	Effect	Description
Vatava	Mono, Weather, Thunder (A)	One target within 7 meters	On hit: **MAGd8** Thunder damage and gain 1 **Forecast** counter. **Critical:** Gain 1 more **Forecast** counter.	A series of thunderbolts strike in quick succession, growing closer to the target each time before striking mercilessly.
	Time: Default	Duration: Instant		
Havatava	Multi, Weather, Thunder (A)	Up to 3 targets within 7 meters	On hit: **MAGd4+5** Thunder damage and gain 1 **Forecast** counter. If this spell dealt damage to all chosen targets, you gain 1 more **Forecast** counter.	A heavy fog coils around you and each target, concealing a deadly shock that bursts from your Persona.
	Time: Default	Duration: Instant		
Mavatava	Total, Weather, Thunder (A)	Any number of targets within 7 meters	On hit: **MAGd4** Thunder damage and gain 1 **Forecast** counter. If you are not suffering from Status or Debuff effects, you gain 1 more **Forecast** counter.	A low-hanging cloud appears over the arena, glowing with energy and firing precise bolts.
	Time: Default	Duration: Instant		
Dust Storm	Weather (A)	Caster	Spend 2 **Forecast** counters. Apply **Weather (Default)**: Gain +1 DDC against the next attack declared against you.	The arena is surrounded by a swirling rust-red dust devil. Triggering this effect briefly surrounds you with spiraling dust streams that conceal you from enemy attacks.
	Time: Quick	Duration: Instant		
Drought	Weather (A)	Caster	Spend 2 **Forecast** counters. Apply **Weather (Interrupt):** When a Shadow rolls to resist or recover from a Status effect, you can trigger this Weather to force the Shadow to fail that check.	The arena is bathed in harsh sunlight, and heat can be seen bouncing off surfaces in waves.
	Time: Default	Duration: Until the end of combat		

Tier III

| Name	Categories	Reach	Effect	Description
Vatadyne	Mono, Weather, Thunder (A)	One target within 7 meters	On hit: **MAGd10** Thunder damage and gain 1 **Forecast** counter. If this spell slays its target, gain 1 more **Forecast** counter.	Thunder strikes from every side, closing in on the target in a five-point pattern that engulfs them in deadly electricity.
	Time: Default	Duration: Instant		
Havatadyne	Multi, Weather, Thunder (A)	Up to 3 targets within 7 meters	On hit: **MAGd6+MAG** Thunder damage and gain 1 **Forecast** counter. If a Weather effect is already active, gain 1 more **Forecast** counter.	You conjure up a draconic shape made out of fog and thunder, using it to sweep the arena with fatal force.
	Time: Default	Duration: Instant		
Mavatadyne	Total, Weather, Thunder (A)	Any number of targets within 7 meters	On hit: **MAGd4+6** Thunder damage and gain 1 **Forecast** counter. If you're the first unit in the initiative queue, gain 1 more **Forecast** counter.	A dome of layered clouds rises above the arena. Precise, pure-white bolts rain from its center, crushing your targets with blinding might.
	Time: Default	Duration: Instant		
Undertow	Weather, Quick (A)	Caster	Spend 2 **Forecast** counters. Apply **Weather (Interrupt):** When a Shadow declares a movement action, you can trigger this Weather to gain extra Movement Allowance equal to half that Shadow's moved distance, rounded up, for the next movement action you declare.	The ground of the arena becomes wavering and reflective, similar to a dark river. When units move, the tide holds them back or surges them forward.
	Time: Quick	Duration: Until the end of combat		
Blizzard	Weather (A)	Caster	Spend 3 **Forecast** counters. This spell sets up a Weather condition with **MAG + PLv.** HP. **Weather (Interrupt):** When you take damage, you can trigger this Weather to subtract any amount of damage from this spell's HP pool instead, up to its current HP. If this Weather reaches 0 HP, remove the Weather condition from combat.	A fierce swirling blizzard overtakes the arena. Triggering this Weather briefly covers the User in icy armor that shatters upon taking damage, but is highly effective at reducing the brunt of some attacks.
	Time: Default	Duration: Until the end of combat		

Tier V

Name	Categories	Reach	Effect	Description
Squall Line	Mono, Weather, Thunder (A)	One target within 7 meters	On hit: **MAGd12** Thunder damage and gain 1 **Forecast** counter. You can spend one Energy to apply the effect of Rakundamon to the target (Fortify Physical & Elements -8 for 3 rounds) after damage calculation.	A chain of consecutive thunder strikes sweeps towards the target, pulverizing anything in its path.
	Time: Default	Duration: Instant		
Devouring Sea Fret	Multi, Weather, Thunder (A)	Up to 3 targets within 7 meters	On hit: **MAGd10 + MAG** Thunder damage, gain 1 **Forecast** counter and +1 HDC for the next damage-dealing Weather Category spell you cast (this is not a Buff effect).	A wall of swirling mist rises behind you and rushes towards the targets, enveloping them. Once the mist subsides, slain targets can no longer be found.
	Time: Default	Duration: Instant		
Pulse Storm	Total, Weather, Thunder (A)	Any number of targets within 7 meters	On hit: **MAGd10** Thunder damage and gain 1 **Forecast** counter. If you cast Pulse Storm in your previous turn, gain 1 extra **Forecast** counter.	A cloud hangs over the arena, creating alternating pulses of electricity that crash over targets that jump from target to target.
	Time: Default	Duration: Instant		
Supercell	Weather (A)	Caster	Spend 4 **Forecast** counters. If there's already a Tier III or lower Weather in effect, applying this Weather does not remove it. Apply **Weather (Quick):** Triggering this Weather costs 1 Energy. The next basic attack or Mono Category spell you declare this round deals SKL extra **Thunder** damage. This damage applies even if the attack misses. This is not a Buff effect.	The entire arena is surrounded by dark clouds enclosing a bright blue thunderstorm. Thunder strikes targets that trigger this effect, briefly infusing them with extra power.
	Time: Quick	Duration: Until the end of combat		
Heat Lighting	Weather (A)	Caster	You do not spend **Forecast** counters to cast this spell, and Weather applied by this spell cannot be activated by the same User in two consecutive turns. Apply **Weather (Quick):** Triggering this Weather costs 1 Energy: Reduce the duration of all Debuff effects on you by 1 round, **or** extend the effect of a Buff effect active on you by 1 round.	Dark red clouds hang around the arena, moving slowly. These clouds produce light, but no sound, but its strange properties have a small effect on User constitution.
	Time: Default	Duration: Until the end of combat		

Feats

| Name	Effect	Req.	Additional
Battlements of the Palace	The effects applied by *Vector Shield* and *Vector Split* you cast 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.
Their Garden, in Full Bloom	When you deal a Critical hit while casting a Wind Type spell without the Pollen Category, you can spend X Energy to place Pollen on the spaces of up to X targets who took damage from that spell.	Can only be activated if your active Persona possesses the Wind Type	Can only be chosen once.
Weather Observatory's Breakthrough	When you cast a spell that applies Weather, you can spend one more Forecast counter than stated to decrease the Energy cost of that spell by 1 (minimum 1). If you did not spend Energy to cast that spell, recover 1 Energy instead.	Can only be activated if your active Persona possesses the Thunder Type	Can only be chosen once.
Inviolable Beauty	Basic attacks you declare as Interrupt actions, such as by the effect of *Polearm Mastery* or Counter Category spells, can roll for Critical hits without spending Luck charges.		Can only be chosen once.
Entwined Image	Every time you spend a Time block with a Confidant, you recover up to 1d4 Energy and the use of one non-Repressed spell in your deck.	Maken's Host Class	Can only be chosen once.
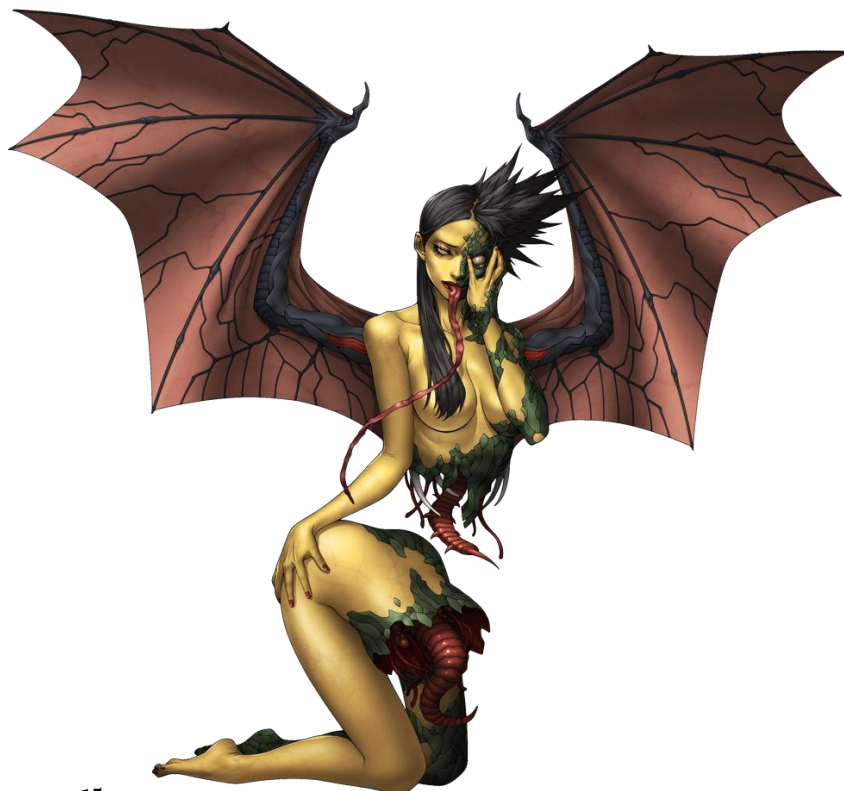
Assignment: The Mysterious Train Station

Recommended Level: 1

Time Limit: 3 days

The Users find out about a series of posts made by someone called *Hasumi* on a popular image board. Hasumi seems troubled, as she recently noticed her train rides back from work have been longer and more people seem to be asleep or unconscious during her trips. Although initially dismissed as another generic creepy story, Hasumi's posts took a strange turn earlier in the day:

画像ファイル名： 1685101935429.png-(176335 B)
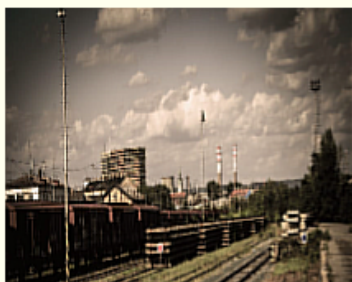
無題 Name **Hasumi** 23/05(金)17:52:15 No.226278　　そうだねx5　6月30日頃消えます

Where the hell am I?? The train just kept going and not stopping at any stations, everyone seems asleep and I can't get the conductor to talk to me. We stopped at this weird small town train station called Kisaragi-eki, but I've never heard of a place called Kisaragi in my life.
Everything is so quiet, I don't think even the employees of the train station are around... Should I leave the train? It's been stopped at the station for a while now.

There is, in fact, no town or station called Kisaragi anywhere in the country. This piques the party's interest, as Hasumi's experience with seemingly impossible spaces lines up with how some people enter the Metaverse for the first time. By requesting more information from Hasumi, she'll mention which train she took and which car she was in, along with more information as requested:

- ❖ Hasumi refuses to divulge any personal information outside of the fact she is a woman of legal age, that works at a store in downtown Tokyo. She lives with her parents.
- ❖ Hasumi is only carrying her mobile phone, wallet, and a few papers.
- ❖ Hasumi has not contacted anyone yet, as she believes this is just an unusual end-of-the-line station and is considering taking a cab back home.

Other details are left to the Narrator's discretion. Once the Users find out what train Hasumi took, they can take the same train, at the same station, entering the same car she did. This incurs a fee of 0.25 RP per User. The timer for this assignment starts as soon as the Users discover this information: If Hasumi is not found by the end of the 3rd day after the Users first board the train, she will never be found, and this Assignment will fail.

Once in the train, everything seems normal at first, as the train makes the requisite stops and seems as busy as you'd expect a metropolitan subway to be. After a few stations, however, the crowd will begin to quickly thin out, leaving only the Users and a few asleep salarymen on board. At this point, the train will no longer stop at the stations, blasting past them at uncomfortably high speeds.

Assignments are designed as short, self-contained stories meant for players to tackle either as a small campaign or as part of a longer-running game. The description of these assignments will contain heavy spoilers, so Narrators are encouraged to read through the Assignment first and only reveal what's necessary for the Users to progress as needed.

Scene I: The Train

Scene Aspects: *A Train with No Brakes, Locked Conductor's Door, Asleep Passengers*

As previously stated, the train is careening down the tracks with no regards for stops. Strangely enough, you don't see any other trains when looking out the window, although the rest of the scenery seems familiar enough. Non-User passengers won't wake up, no matter what the party attempts. During this Scene, Users can find a new post by Hasumi:

> 6 無題 Name **Hasumi** 23/05 (金) 18:51:47 No.226380 +
>
> I had to leave the train, it was freaking me out. I found a phone booth at the station and tried to call the cops but they thought it was a prank call... My parents have no idea where Kisaragi is either, so they can't even come get me. It's so dark all of a sudden, and I still haven't found my way out of this stupid station. I might need to walk along the rail tracks.

Hasumi will not respond to further posts during this Scene. Users are free to travel through the train, except for the conductor's cabin, that's firmly locked. The notable items in this Scene include:

❖ *Power Bank:* A portable battery carried by one of the asleep passengers. This is considered a Miscellaneous item that will come into play starting with Scene II. This does not require a check to be found, and only requires that the players look through the belongings of any passenger.

❖ *Crowbar:* An emergency tool hidden under one of the seats. It's considered a melee weapon with the same stats as the Baseball Bat (Core, Page 78). The compartment that houses the Crowbar is hidden and requires a *Knowledge (2)* check to be located. It's unlocked. Other emergency toolboxes are empty.

The Users can perform a *Strength (6) / Technique (7)* check to force the conductor's door open. The difficulty of these checks is decreased by 3 if the party found the Crowbar. Upon opening the door, the party will find no conductors at all, but two Shadows playing around with the train's controls. Once the door opens, the Shadows will be startled and combat will start, with two more Shadows approaching the party from behind.

Combat I

❖ 2x Cu Sith (Core, Page 166); 2x Moh Shuvuu (Core, Page 169)

❖ Spaces marked with S are where the Users are positioned when combat starts, while spaces colored in black represent obstacles that cannot be moved through.

Once combat ends, or after some time passes if Users do not open the door, the Scene ends.

Scene II: Kisaragi-eki (Kisaragi Train Station)

Scene Aspects: Pitch-Black, Winding Corridors, Echoing Voices

Regardless of when Users entered the train, it'll be night out once the train nears the station. If Users were victorious during combat, the emergency brakes will trigger and the Users will be unharmed, if not a bit shaken. If the party did not enter combat in the previous Scene, however, the train will crash violently against the train in front of it, dealing 4d8 (18) Physical damage to each User, no dodge check. This damage cannot lower a User's HP to less than 1. The doors will open, and the party is free to explore the Kisaragi Station, which seems to be part of the Metaverse but still obeys some rules of the Universe, such as electronic devices still working. However, Users cannot freely leave the Metaverse by the usual means for the time being. Strangely, the Users are also unable to leave the station by conventional means: The entrance and exit tunnels are blocked off by train cars, and a strange weakness befalls any person who tries to climb out through the fences at the parking lot or break through windows to leave. The only way Users can escape Kisaragi-eki is through the tunnels, past the initial blockade, or returning to the Universe once the option is unlocked.

At first, Kisaragi-eki looks like a standard train station, although surrounded by a town you've never been to. The boarding platform has two escalators, powered off, that lead the party into the station proper, a place that extends far beyond what logic would allow. At this point, the crushing darkness of the station becomes a problem: The batteries on all light-producing devices the Users are carrying will quickly deplete, leaving them stranded in the dark. This can only be circumvented by Aspects or if the party acquired the *Power Bank* during the previous Scene.
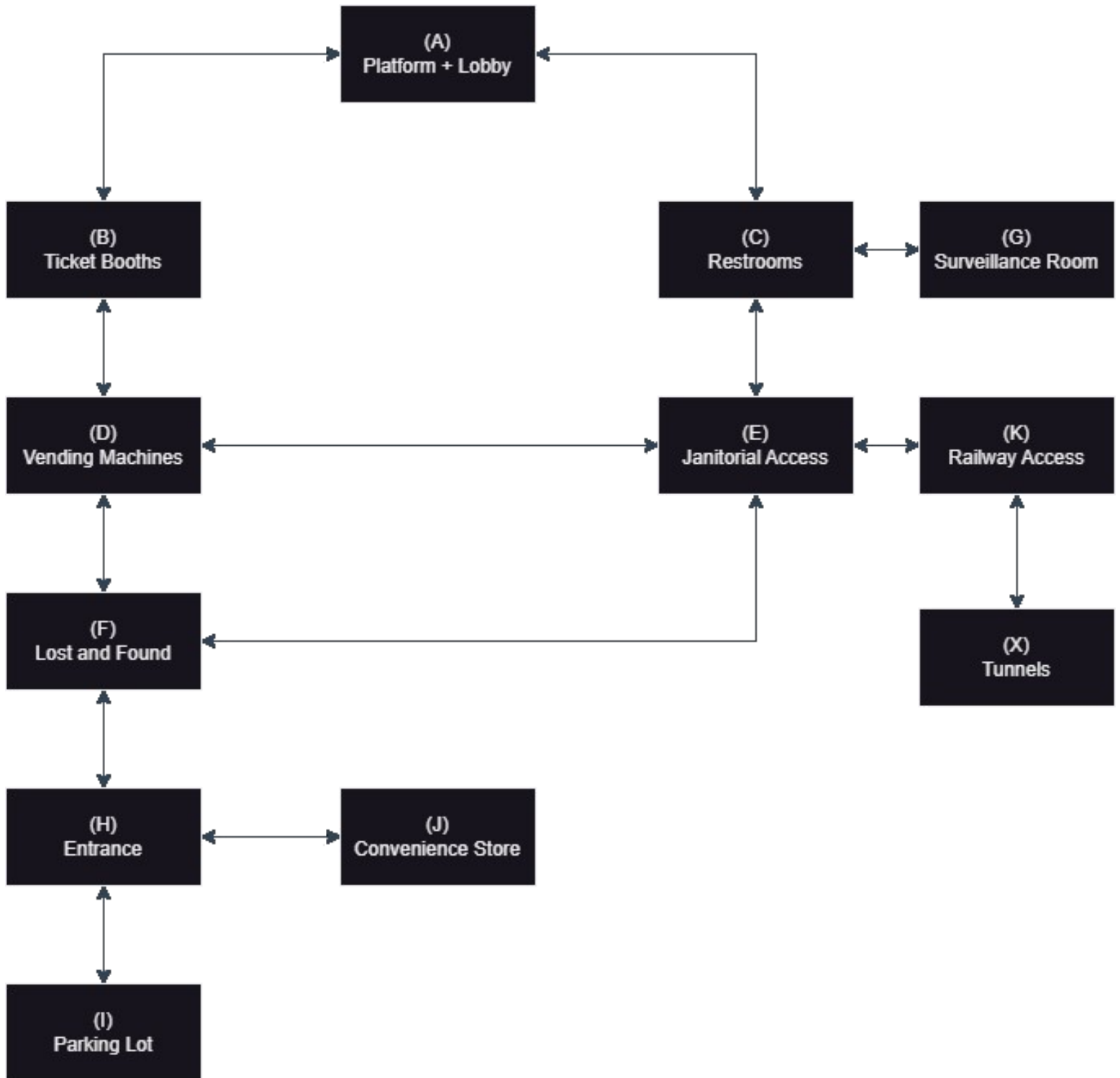
The party starts at the Lobby (A) and has the option to travel down the corridors to the Ticket Booth (B) or the Restrooms (C). If the party does not have a light source, every time they travel to a room they haven't been to, they must roll a *Vitality (4)* check. On failing, they lose 1 Energy each, though this cannot lower their energy below zero.

Narrators here should emphasize the strangeness of the station: The corridors seem to make random turns that feel like they'd loop onto themselves, the posters plastered on the walls display events and dates that make no sense, the vending machines only offer odd and gross-looking food items, etc. The station is clean, save for a dark stain that seems to trail through every corridor. It smells faintly of rust but the Users are not able to identify what exactly it is. Feel free to get creative with the descriptions and the provided Aspects to create an uneasy atmosphere for your players.

Once players reach this Scene, Hasumi will respond to a few more inquires. Her experience with the station seems similar to yours, and although she cannot give an accurate guide of which turns she took, she'll let the Users know that she managed to leave the station through a service entrance and is now running down the tracks looking for a way out. If asked about any other people in the station, she'll vaguely mention a "creepy one-legged man" but will mention he disappeared before she could come any closer. At this point, Hasumi is clearly shaken and her responses will become sparse and erratic.

Kisaragi-eki Layout


```
                    ┌──────────────────┐
                    │       (A)        │
                    │  Platform + Lobby │
                    └──────────────────┘

┌──────────────┐                      ┌──────────────┐    ┌────────────────────┐
│     (B)      │                      │     (C)      │    │        (G)         │
│ Ticket Booths│                      │  Restrooms   │◄──►│ Surveillance Room  │
└──────────────┘                      └──────────────┘    └────────────────────┘

┌──────────────┐    ┌──────────────────┐    ┌──────────────┐
│     (D)      │◄───┤       (E)        │◄──►│     (K)      │
│Vending Machines│  │ Janitorial Access │    │Railway Access│
└──────────────┘    └──────────────────┘    └──────────────┘

┌──────────────┐                              ┌──────────────┐
│     (F)      │                              │     (X)      │
│Lost and Found│                              │   Tunnels    │
└──────────────┘                              └──────────────┘

┌──────────────┐    ┌────────────────────┐
│     (H)      │◄──►│        (J)         │
│   Entrance   │    │ Convenience Store  │
└──────────────┘    └────────────────────┘

┌──────────────┐
│     (I)      │
│ Parking Lot  │
└──────────────┘
```

- ❖ **A – Lobby and Platform**
  - o *"A standard train boarding platform, although the complete darkness feels unfamiliar in this setting. A series of derailed cars litters the tunnels from all sides, and an oppressive silence surrounds you. A set of escalators leads you underground into a wide, slightly outdated lobby that was seemingly designed to allow heavy foot traffic to and from the trains. You see two corridors, one leading west, and the other leading east.*
  - o Where Users start exploring the station. There's nothing of note in this wide area, and Users will be required to jump over the ticket gates to progress further. This area is connected to the Ticket Booths (B) through the west and the Restrooms (C) east.
- ❖ **B – Ticket Booths**
  - o *"The winding corridors suddenly make way for a wider room, dimly illuminated by flickering ticket machines. A series of human-operated booths lay at the far end of the room, but they seem shuttered and closed. From here, you can move east, or proceed south."*
  - o The ticket booths in this area requires Users to scan their IDs to function. However, instead of dispensing a ticket, the booth will display the User's name and the following message: "FINAL DEPARTURE: SWITCHYARD". If Users happen to have the ID of a non-User in their possession, it will instead display a random location and a date in the future. This area is connected to the Lobby (A) through the east, and the Vending Machines (D) through the south.
- ❖ **C – Restrooms**
  - o *"As you wander through the corridors, you come across two doors with characteristic bathroom signage on one side, and a plain white, firmly locked door labeled "AUTHORIZED PERSONNEL ONLY" on the other side. There is an exit to the west, but no other corridors besides that.*
  - o *Once inside the bathroom, you find the bathrooms to be in pristine condition, well-lit and cleaned to a mirror sheen. A door sits at the far end of the bathroom with a small sign that reads "Janitorial Access", and it seems to be unlocked. After a few seconds in the bathroom, you hear a loud thud coming from the farthest stall from the entrance.*
  - o The loud noise only happens in the first bathroom the party chooses to enter. Investigating the stall reveals it's locked, and trying to open it will cause an irate voice to berate the Users. The stall is inhabited by a *Belphegor,* a powerful Shadow who seems unwilling to engage with the Users or open the door to its stall. Users must pass an *Empathy (2)* check to convince Belphegor to talk to the party, upon which it will reveal that its only request is a can of "Dr. Salt", a carbonated beverage none of the Users have ever heard of before, and that he will, in turn, give them the keys to the Surveillance Room near the restrooms. This objective is optional, but highly encouraged. This area is connected to the Janitorial Access (E) through a south-pointing door in the bathrooms, a corridor to the west that leads to the Lobby (A) and to the Surveillance Room (G) to the east.
- ❖ **D – Vending Machines**
  - o *"You enter a wide, drafty room with a few benches and a series of vending machines. Most of the machines have been picked clean, although one of the machines is lined with bright red cans of something called 'Dr. Salt'. Oddly enough, the machines are all powered on, and entering this area feels you with the slightest bit of comfort. There is*

a corridor north, another one south, and a plain unlocked door labeled 'Janitorial Access' near the vending machines.

- o A can of Dr. Salt costs 0.25 RP, is considered a Consumable and restores 15 HP. You can buy up to 1d6+1 cans before the machine runs out of cans. The party is allowed to take one short rest in this area per day. The Dr. Salt consumable can be given to Belphegor in the Restrooms (C) in exchange for the key to the Surveillance Room (G).

❖ **E – Janitorial Access**
- o *"You pass through the simple door to what seems to be a maintenance area linked to a series of corridors that employees once used to navigate the station unseen by the public. It has four doors total, labeled as follows: 'Concessions', 'Restrooms', 'Lost and Found', and 'Railway Access (Authorized Personnel Only)'. The spaces are cramped and hard to navigate, and the darkness makes traversing this area an unsettling affair. After taking in the general layout of the area, an uncomfortably loud noise rings through the station, the sound of something heavy slamming against metal and reverberating intensely. Suddenly, you feel like you are no longer alone in the station."*
- o Unbeknownst to players, entering the Janitorial Access triggers the main threat of this area, a powerful Shadow known as *Ippon-Datara*. Ippon-Datara will immediately spawn in the Entrance (H) area. Every time the party takes a short rest or moves to a different area, Ippon Datara will move to an area it has access to from its current position. If the party and Ippon-Datara enter the same area, combat immediately starts, with Ippon Datara taking the first spot in the initiative queue automatically. For these combats, you can use a generic 6x6 square grid with no obstacles.
- o This area is connected to the Lost and Found (F), Vending Machines (D), Restrooms (C), and Railway Access (K).

❖ **F – Lost and Found**
- o *"You come across a small room with a counter lined with glass panes. Behind the counter, there's a line of hangers and boxes, seemingly full of objects lost by past passengers. As you approach the counter, a small creature leaps from under the counter and onto it, beaming a friendly smile at the party. 'Hee-hi! How may I help you today?'"*
- o The creature at the counter is a friendly Jack Frost wearing a train conductor cap. It's not aggressive at first, but will fight normally if attacked. If Users converse with it, however, they can collectively ask for one of the following items from the lost and found:

  - ▪ *"Weapon"*: Grants the party one Decorative Naginata (Polearm, STRd4 damage, 1-2 reach, +1 AGI, 2 RP. Core, page 78);
  - ▪ *"Clothing"*: Grants the party one Camouflage Shirt (Armor, 2 DR, +2 to dodge rolls, 2 RP. Core, page 82);
  - ▪ *"Medicine"*: Grants the party one Revivadrin (Consumable, Revives one ally on Death's Door with 50% HP, 1.25 RP. Core, page 85);
  - ▪ *"Trinket"*: Grants the party one Artic Blanket (Accessory, Fortify Ice 3, 1 RP, Core page 84);
- o The party can only get one item this way, unless a User succeeds on a *Charm (3)* skill check. If they do, they can choose a second, different item from the list. This can only be done once per campaign.
- o This area is connected to the Janitorial Access (E) and the Entrance (H)

- ❖ **G – Surveillance Room**
  - o *"You enter a cramped, uncomfortably warm room that smells vaguely of coffee. There's barely room for the party, as the room was clearly designed for one or two people at most. A large leather chair rests in front of a large surveillance system, lined with old greenish monitors that seem to cover about every spot of the station. Looking through the room, you find a portable device with a tag that reads "CCTV AND SECURITY OVERRIDE" that can flip through the camera feed. A light on the bottom of this device, labeled 'BATT', is slowly blinking red."*
  - o The surveillance room is mostly featureless, save for the CCTV system, the chair, the handheld device, and a few empty coffee mugs. From here, Users can see all other labeled rooms in the map and a rough idea of the connections between the rooms. It will also display where Ippon-Datara currently is, if he was spawned by the Users entering the Janitorial Access.
  - o The Security Device has a total of 3 charges. When activated in any area besides the Railway Access, it will show Users where Ippon-Datara currently is, and the room it will head into next. If Ippon-Datara has not appeared yet, it will instead show the camera feed of the entrance (H). In the Railway Access, the Security Device will override the access panel and allow Users direct access to the Tunnels (X), instead of its usual effect. Activating either of these features spends 1 charge, and using the Power Bank, assuming the Users obtained it, will give it one extra charge, although this can only be done once. When using the device's last charge, it'll always show the camera feed for the Parking Lot (I), where Users can see one car that seems to have its headlights on, but little else.
    - ▪ If the Security Device runs out of charges, it blacks out and becomes useless. It cannot be restored outside of the extra charge granted by the Power Bank.
  - o Once Users access the Surveillance Room, the Narrator can allow them to return to the Universe, using the Surveillance Room as a re-entry point. Not allowing this will raise the difficulty of the dungeon considerably, but is left to the Narrator's discretion.
  - o This area is connected to the Restrooms (C).
- ❖ **H – Entrance**
  - o *"You come across the entrance doors to the station. The doors are open and the wind is cold and unsettling. The town seems to be completely still, and not a noise can be heard from outside. You can see the parking lot across the doors, and a convenience store shines stark against the gloomy dark around it."*
  - o The entrance is mostly featureless, serving primarily as the entry point for Ippon-Datara.
  - o This area is connected to the Parking Lot (I) and Convenience Store (J)
- ❖ **I – Parking Lot**
  - o *"The wind is biting, the type of weather that makes you reconsider even being outside in the first place. There are a few cars parked, and a particular dull green sedan rests at the far end of the lot, with headlights on, pointing at nothing in particular."*
  - o The parking lot is initially empty, and most cars are unlocked, and empty. Even if the Users somehow manage to start the cars, they are out of gas and will not move. The green car, however, *is* locked. Users can opt to break the glass, which will immediately trigger the car's alarm, or pass a *Magic (4) / Agility (5)* check to unlock one of the doors and bypass the alarm before it triggers.
  - o Triggering the alarm will immediately start combat, as explained on the next page.
  - o This area is connected to the Entrance (H).
  - o Once combat ends, or the car is accessed silently, Users find a *Security Badge;*

Combat II

- ❖ 2x Kodama (Core, page 166), 1x Koropokkuru (Core, page 167), 1x Senri (Core, page 167)
- ❖ Spaces marked with S are where the Users are positioned when combat starts, while spaces colored in black represent obstacles that cannot be moved through and hide objects and Shadows behind them.
- ❖ During this combat, Kodama will prioritize staying out of sight and casting *Summon* to add more units to combat. Users are encouraged to prioritize taking them out.

- ❖ **J – Convenience Store**
    - o *"The air is warm and comfortable, and the smell of fresh Chakra Crepes fills the store, almost beckoning you inside. The shelves are stocked with weirdly named snacks, unusually shaped drink cans and udon-scented cleaning supplies. A short girl with translucent wings is leaning against the counter, seemingly asleep. Once you come closer, she jolts awake. 'Weh?! Real customers?! W-welcome to Pix-e-mart, how may I help you?'"*
    - o The convenience store sells all Consumable items, rolling for rarity if needed. The Pixie at the counter will also buy the Security Device off the party for 2 RP (no refunds). If the party buys any item from this store, Ippon-Datara will move one room towards the Entrance (H). If the party sells the Security Device, Ippon-Datara will move once more. If the party attacks the Pixie, she will disappear permanently, Users will be unable to purchase any items from the store, and Ippon-Datara will immediately appear in the Entrance (H) area.

- o If Ippon-Datara reaches the Entrance (H) while the party is in the store, it will stay there until it fights the party.
- o This area is connected to the Entrance (H).

❖ **K – Railway Access**
- o *"This cramped room is completely empty, save for a large gray console placed by a metal door that seems to lead into the train track, and a large security poster warning employees of the dangers of unauthorized access to the tracks. The console has a rudimentary interface and a green display that reads 'ID CHECK' in angular letters. The door is thick and heavy-looking, equipped with a square glass pane with rounded corners."*
- o This small area is what grants Users access to the Tunnels, where Hasumi presumably fled to, and the exit to this Scene. The door to the tunnels can only be opened by one of two means:
  - ▪ Presenting the Security Badge acquired at the Parking Lot (I);
  - ▪ Spending one charge of the Security Device, obtainable from the Surveillance Room (G) to override the security mechanism;
- o Regardless of the option used, the door will open and allow the party to proceed. There is no console on the other side of the door, meaning that once the party enters the Tunnels (X), they can no longer return to other areas of the station.
- o This area is connected to the Janitorial Access (E).

❖ **X – Tunnels**
- o *"The door slides shut behind you, its locks loudly clicking into place. The tunnel extends forward into complete darkness, taking a slight bend just out of your sight. You hear a loud bang, similar to a hammer hitting the security door, and you can see a strange creature on the other side of the window. You see a bronze-colored helmet with one glowing blue eye exposed, tracking you closely. The creature is tall and powerfully built, with a blueish-green skin. It slams against the door again, and the sound of drums and chanting can be heard all around you, growing more and more intense and aggressive."*
- o Make sure to inform the party that leaving the Railway Access is a one-way trip, as they may be willing to look for any areas they might have missed before proceeding.
- o The party is able to return to the Universe and return to this area, but not to Surveillance Room (G). It's important to give the Users some time to recover and reconvene before the next Scene, as it will feature a lengthy combat sequence.
- o Feel free to skip the creature's description if the party already faced Ippon-Datara. This area is mostly a straight shot to Scene III, meant to set the scene for the final confrontation of this Assignment.

Guardian of Kisaragi, Ippon-Datara

IX – Hermit
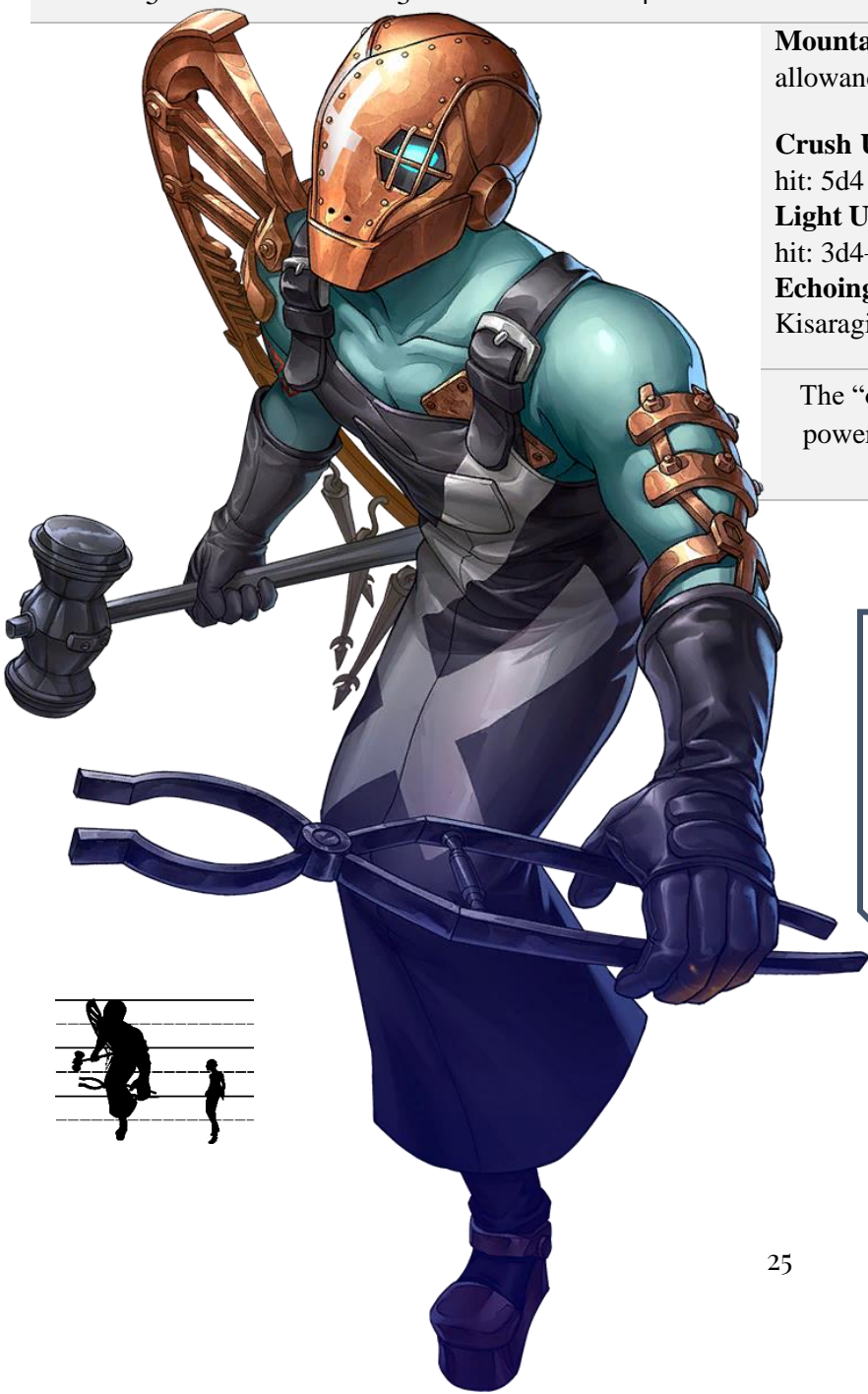
Level 3 Hit Points: 100	Types

Hermit Blacksmith – Every time Ippon-Datara's HP is reduced to 0, it's revived with 100% HP at the end of its next turn. Escaping from combat against this Shadow is an automatic success.

Has access to Hetelic Resistances.

STR	MAG	TEC	AGI	VIT	LCK
5	3	4	3	6	2

Mountain Wanderer (P): Ippon-Datara's movement allowance is treated as 3*AGI (12)

Crush Underfoot: One target within 3 meters. HDC +1. On hit: 5d4 (12) Physical damage.
Light Up the Forge: One target within 3 meters. HDC +1. On hit: 3d4+3 (10) Fire damage
Echoing Roar: All units in combat except Guardian of Kisaragi, Ippon-Datara. 20+5TEC (40%) Panicked chance.

The "one-legged billows", Ippon-Datara is an immensely powerful Shadow that lurks Kisaragi-eki and attacks any humans it finds.

The way Ippon-Datara lurks throughout the station is described under the *E – Janitorial Access* area.

If Users escape from combat with Ippon-Datara, they must choose one valid room to move to, and Ippon-Datara will not follow them during this movement, but will proceed moving as normal during the next change of room.

Scene III: Terminal Switchyard ~Mountain Temple~

Scene Aspects: Deafening Chants, Lit by Lanterns, Overtaken by Nature

Although the tunnels seem to wind and twist forever, they will eventually give way to the switchyard, where a chorus of strained voices surrounds the party from all sides. The switchyard itself is bizarrely fused with a religious temple:

"A circle of red lanterns surrounds the switchyard, separating the maze of rails and signage from the dark, tall trees beyond. There are no trains awaiting at the switchyard, and many of the railways are bent by emerging roots or covered in overgrown weeds.

At the end of the rails, a temple rests atop a wall, imposing and lit in red and orange, with two sets of stairs carved into each side of the wall.

As you approach the stairs, the sound of an imposing gong echoes through the area, rustling the trees and seemingly waking the birds who inhabit them. Strangely, the chanting becomes louder and more distinct, accompanied by the flapping of innumerable wings.

'Itsumade! Itsumade!' the voices cry out as the sky darkens, overtaken by large birds with human skulls emerging from the trees, the source of the unending song. 'How much longer? How much more of this must we endure?' they plead, to seemingly nobody in particular. The ground shakes and the gong rings again as a giant green-and-rust hand crashes out of the temple, then another, and two more as the figure takes shape:

The torso of a human, lined with grated windows, with four giant arms, the head of a bull with glowing yellow eyes and a third, human eye atop its head. Its emergence lets off a wave of heat and force that pushes the party down onto the tracks. The wall that propped the temple gives way to the creature's lower half: A gigantic furnace where a fierce flame burns.

'MISBEGOTTEN! CHILDREN OF FAMINE! HEAR MOLOCH! AT LAST, THOU SHALL GORGE ON THE LIVING! MAY THE FEAST BEGIN!!' Its voice is fierce, metallic and deafening, driving the demonic birds into a frenzy. Suddenly, you hear a scream: A woman thrashes against the Itsumade, held aloft by a handful of the creatures, being carried slowly, but inexorably, towards Moloch, the living statue at the far end of the switchyard."

No way around it, brace for combat.

Combat III

- ❖ 1x Moloch (Tyrant)
- ❖ The colors on the map are meant to visually represent Rails I, II, and III, from left to right, used by some of Moloch's attacks.
- ❖ The Users are placed in spaces marked by S as combat starts, in any configuration they desire.
- ❖ During combat, the party must be wary of Hasumi's position on the map:
  - o When combat starts, she will be held aloft by Itsumade in the position indicated by **H**. At the start of every turn, she will be moved two spaces towards Moloch. If Hasumi's position and Moloch's overlap, Hasumi will be devoured and perish, and Moloch's *Feed the Flames* will trigger as its Interrupt action.
  - o Users adjacent to Hasumi's position can declare a basic attack against the Itsumade, with no hit check required, to push them 2 spaces in any direction, chosen by the player.
  - o Attacking the Itsumade carrying Hasumi from a greater range puts Hasumi in greater risk. The User must pass a *Discipline (3)* check with an obligatory 1d4 Risk. On failing, the attack misses and nothing happens. On a success, the Itsumade are pushed back as usual.
  - o Either attack can roll for Critical hits. On a Critical, the Itsumade carrying Hasumi are pushed back to their starting position, and will not move at the start of the next turn.
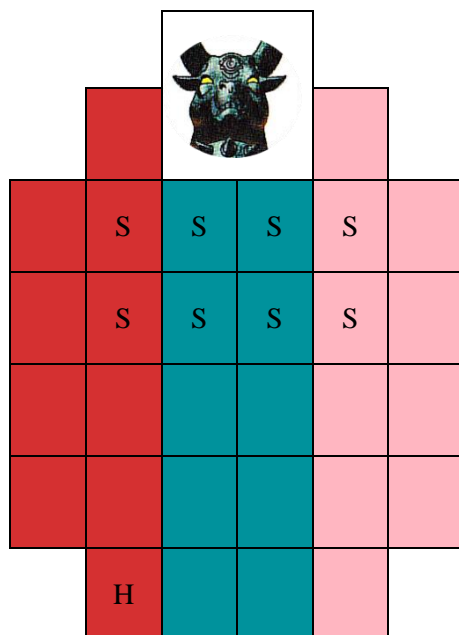
Hungering Pyre, Moloch (Tyrant)

XII – Hanged Man

Level 3	Types
Hit Points 252	

Skill Bonus: +1 STR

Feed the Flames – If all Users in combat are currently under the Aflame Condition, remove this Condition from all Users, then Moloch heals 50% of its maximum HP.

STR	MAG	TEC	AGI	VIT	LCK			
4	4	6	1	9	1	Reflect	Weak	Weak

Altar of Sacrifice (P): Moloch starts combat first in the initiative queue. Moloch cannot be moved from its position on the map by any means.

Aflame (P): Aflame is a Condition applied by Moloch. It applies a -1 TEC, -1 AGI penalty that stacks with other Debuff effects. Aflame is removed when the User enters Death's Door or Charred Carriage is cast.

Charred Carriage: All units in Rails I, II or III. HDC +1. On hit: X*STR Fire damage, where X is the number of Users under the effect of Aflame. After casting this spell, all Aflame Users take 4d4 (10) Fire damage and are moved to the far edge of the arena.
"Moloch extends its arms and roars as the burning specter of a steam engine careens through the arena, consuming all in its path. The energy released by this attack also pushes the trapped Users away, towards the far end of the switchyard."

Wreckage Throw: One unit Moloch can see. On hit: 4d4 (10) Physical damage and 10+5TEC% (40%) Stunned chance.
*"Moloch grabs rubble from around itself and throws it at a User."*

Summon the Horde: Up to two adjacent targets. On hit: 4d4 (10) Wind damage. This spell deals 1 extra Wind damage for each meter of distance between Moloch and each target, calculated individually.
"Moloch points at the Users, bringing down a horde of Itsumade onto them."

Hungering Pyre, Moloch can declare two Hetelic Actions per round, as Quick actions.

Beckon Forth: All units in Rails I, II or III (Narrator's choice) are moved 1d6 spaces towards Moloch.
"Moloch roars, and a supernatural force emanates from the twisted rails, pulling you inexorably towards the monster."

Cast Into the Flames: Any number of units adjacent to Moloch are pulled into its furnace and suffer the Aflame Condition.
"With a powerful hand, Moloch shoves the Users into its furnace. The heat is unbearable, twisting the very air around you. Your lungs ache as you stumble towards the exit, struggling to keep your footing."
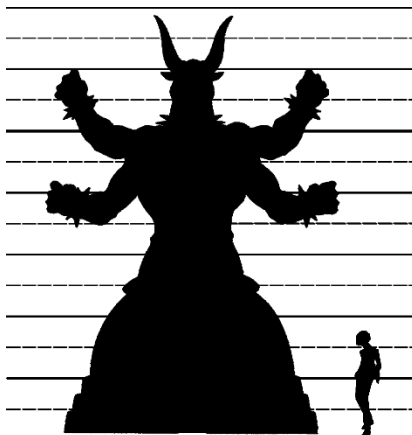
Epilogue

"With a roar, Moloch is thrown back and begins crumbling, the cracks along its surface widening as it falls apart. The chorus of the Itsumade raises to an indignant chant as they surround Moloch, swooping down and knocking its hands away, stopping the monster from any hope of keeping itself together. Finally, the roars subside as the creature collapses entirely, its flame spent and leaving nothing but a trail of embers on its wake. The Itsumade disperse, with a scant few looking back at you with apprehension, settling back down onto the trees and the mysterious city beyond."

If Hasumi perished during the fight:

"As the smoke settles and the embers disperse, you see a faint blue figure wander into the woods, where it vanishes. Where it first appeared, you find a charred cell phone, past any hope of repair."

If Hasumi survived the Moloch combat:

"The Itsumade drop Hasumi with an earthy thud before dispersing. The girl is shaken, but aware that you helped keep her safe. After calming down, she thanks you profusely, and asks how you even found her in the first place, having doubted that people in a forum would have the power to rescue her."

Regardless of the above:

"As silence is about to befall the switchyard, you hear the distant revving of a motor coming from the tunnels leading to the station. Suddenly, a pair of bright yellow headlights clear a curve in the tunnel and a large old-fashioned sedan swerves its way out, barely missing the walls of the tunnels and the Users. The car screeches to a halt: Firm square curves, colored in a deep blue with golden trims. Every window is tinted a deep black, and the hood is decorated with a golden cursive 'V' ornament.

Stranger still, a young girl is riding on top of the car, holding a still-smoking rocket launcher. The girl is wearing a long, frilly dress in black and blue, and the left half of her curly silver hair is decorated with a pin in the shape of a butterfly wing. Her smile is wide and sharp, and her yellow eyes carry a look of confidence and superiority. 'Whew! That's my kinda ride! C'mon, hop in, we'll get you outta here. I'm Mary, by the way, and the guy at the wheel is Frank. Hurry up already!' she shouts in your general direction before taking the passenger's seat. In the car, you find a tall, wide man wearing a blue tuxedo with a black tie, clipped with a butterfly's right wing. He does not speak when you enter, nor does he seem to acknowledge your presence at all before taking off, back into the tunnels."

Somehow, the strange vehicle can comfortably carry the whole party and Hasumi, and the strange pair leads the party back to the train platform, opening a way back to the Universe and promising to meet them again soon.

Rewards

❖ 500 Experience Points;
❖ If Hasumi survived, all Users gain +3 points to every Social Skill;

Weapons

Name	Class	Damage	Reach	Extra	Description	Cost
Soft Case	Firearm	MAGd4 + 4	1-4	+3 Expression pts.	A guitar case, modified to carry a semi-automatic pistol and a self-loading system.	2.5 RP
Pipe Fox	Firearm	MAGd6 + 6	1-5	+1 MAG	A long and slender bolt-action rifle with an engraved copper grip.	4.5 RP
Superstar Case	Firearm	MAGd8 + 5	1-6	Deals +X damage, where X is your Expression Tier	A flashy guitar case covered in glittering stickers, hiding a sophisticated, full-auto firing suite.	6 RP
Future War	Firearm	MAGd8 + 3	1-5	Grants *Reversal* (Tier II Misc.)	An oversized pistol with a frankly overwhelming number of lights and wires. Despite looking like a toy, in the Metaverse it gains the ability to fire bolts of light.	6 RP
Laser Bow	Bow	SKLd6 + AGI	1-5	+1 HDC	A prototype weapon with a glowing string that, when pulled, generates a crackling energy arrow.	4 RP
Gunfist	Bow	SKLd8 + 4	1-4	Piercing 2	A gauntlet that shoots darts at intense speeds from a grip-activated device.	6 RP
Jnara Mudra	Dagger	STRd6 + TEC	1-2	+1 TEC, Critical Margin +1	A pair of daggers with a gentle silhouette, decorated with a ring that whistles when the daggers are thrown.	4 RP
Hell Rose	Dagger	STRd10 + TEC	1-4	Deals **Dark** Type damage	A hefty, blood-red rose that only grows in unusually high temperatures.	6.5 RP
Gambler	Dagger	SKLd12 + LCK	1-3	This weapon's Critical Margin is always 5. If this weapon does not deal a Critical Hit, halve the total damage of this weapon.	A shiny coin from a distant land that's been out of circulation for decades. Somehow, it always seems to find its way back to its owner	Special

Shadows

Enemies tagged as *Human (Machine)* are treated as Humans, only carrying the Machine tag to clarify their non-organic nature.

Bit Ball

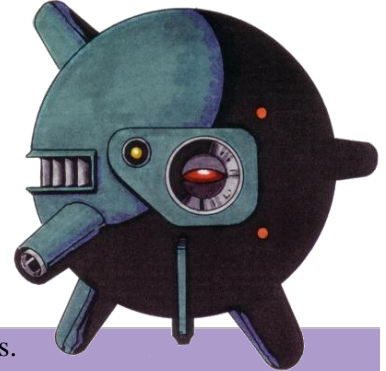**Level 2**
Hit Points 28

Human (Machine)

STR	MAG	TEC	AGI	VIT	LCK
3	3	4	5	2	2

Resist Weak

Simple Creature (P): Does not respond to negotiation. Cannot be affected by Mind Status effects.
Call Reinforcements: Bit Ball summons another Bit Ball into combat, directly after the caster in the initiative queue. This spell can only be used by one Bit Ball per round. Bit Balls summoned by this effect do not grant Experience Points.
Jolt: One target within 4 meters. On hit: 3d4 (7) Thunder damage. If this attack misses, Bit Ball jolts itself for 5 Thunder damage.

A security drone that's used in modern facilities. It floats down corridors in a set pattern, ready to intercept intruders.

Hooligan

Level 2
Hit Points 56

Human

STR	MAG	TEC	AGI	VIT	LCK
4	2	4	3	4	2

Resist Weak

Peer Pressure: Negotiation cannot be initiated against Hooligan as long as there are more than one Hooligans in combat.

Mob Mentality (P): When a Hooligan spawns into combat, summon another 1d4 Hooligans into combat. These summoned Hooligans reward 50 Experience Points each. This is only done for the first Hooligan spawned into combat.
Bottle Throw: One target within 3 meters. On hit: 4d4 (10) Physical damage and 5TEC% (20%) Poisoned chance.
Drunk Shot: One target within 5 meters. On hit: 4d4 (10) Physical damage. If this attack misses, the bullet ricochets and deals 2d4 (5) damage to a different User within 5 meters of Hooligan, no dodge check.

A football fan who went berserk due to his uncontrolled hatred and violent tendencies.

B.S. Reconstruction Soldier "Vulcan"

Human

Level 4
Hit Points 90

Resist	Resist	Weak

STR	MAG	TEC	AGI	VIT	LCK
8	1	5	2	5	2

Shard of Longinus (P): Does not respond to negotiation. Every time a User takes damage from an attack declared by B.S.R.S. Vulcan, the User has a 40% chance to suffer the following Condition: *You cannot cast spells or activate class features until the end of your next turn.*

Schusslinie: All targets between B.S.R.S. Vulcan and one point within 5 meters. On hit: 8d4-5 (15) Gun damage.

Armblätter: One target within 3 meters. HDC +1. On hit: 8d6 (28) Physical damage and B.S.R.S. Vulcan can move up to 1d6 spaces in any direction as a Free action.

Members of a fascist army whose bodies have been disfigured by grotesque experiments. They are guided by nothing but blind ideology, and can tap into remains of an ancient power.

Type 9x Infantry – T93G

Human (Machine)

Level 4
Hit Points 36

STR	MAG	TEC	AGI	VIT	LCK
4	4	4	7	2	2

Resist	**Self-Destruct (P):** When T39G's HP reaches 0, it declares the following as an Interrupt action: Heal it to 1 HP, and it can then move up to 4 spaces in any direction and self-destruct, dealing 4d4+10 (24) Nuclear damage to all units adjacent to it, no dodge check. After this action, T39G is slain automatically.
Resist	
Resist	**Ram Protocol**: One target within 7 meters. When casting this spell, T93G is moved to a space adjacent to the target. On hit: 4d6 (14) Fire damage, plus 1 damage for each space between T93G's original position and its position after casting this spell.
Weak	

A machine created to defend military bases against superhuman attacks. Its legs make it nimble and versatile, but somewhat fragile.
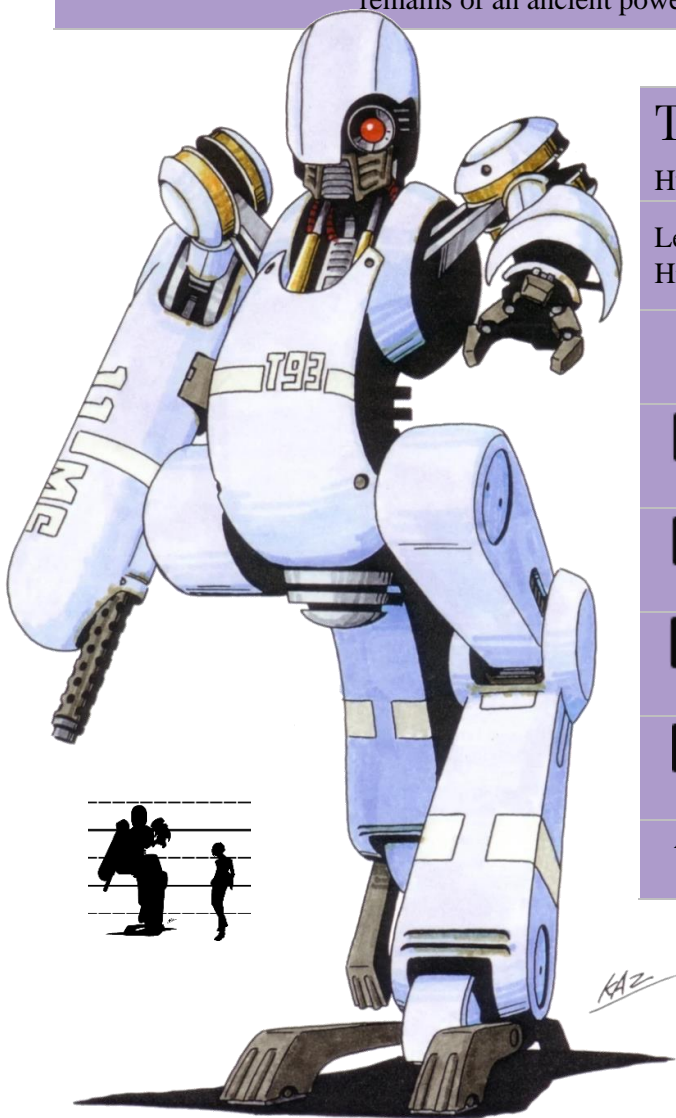
Killer Duck

VII – Chariot

Dispositions:
Insane

Types

Level 6
Hit Points: 110
Spell Card: Sexy Dance (T2 Status)

Skill Bonus: +1 TEC, +1 VIT

Rumor Skill: **The Worse Self –** Whenever one of your Aspects is Compelled, you recover up to 1d4 Energy

STR	MAG	TEC	AGI	VIT	LCK
1	5	7	3	5	2

Resist | | | | Weak | |

The Fox Hunt (P): As long as Killer Duck remains in combat, at the end of the turn of any unit suffering a Status effect, that unit loses 10% of its maximum HP as Dark Type damage.

Orphan-Maker: Up to three targets within 5 meters. On hit: 5d4+5 (17) Fire damage and each target has a +20% chance to suffer the next Status effect they receive.

Clock Cleaner: One target Killer Duck can see. 25+5TEC% (60%) Fearful chance.

A cartoon creature given life by rumors. It's said that this creepy duck stalks the pools and lakes of the Fantasyland amusement park, waiting to cut innocent bystanders in half with his chainsaw.

Zombie Mouse

XII – Hanged Man

Level 7
Hit Points 154
Spell Card: Ha Sukunda (T2 Debuff)

Types

Skill Bonus: +1 TEC, +1 LCK

Rumor Skill: **Plane Crazy –** (Quick) You can target one Shadow under a Debuff effect to a Combat Skill: You gain *Fortify <Physical & Elements> +X*, where X is the difference between the Shadow's base Skill and its current value, for the duration of the Debuff effect. This is a Buff effect.

STR	MAG	TEC	AGI	VIT	LCK
4	1	5	5	7	2

Resist | | Resist | | **Dispositions:** Chaotic | |

Stab-boat Willie: Up to two targets Zombie Mouse can see. On hit: 4d6 (14) Physical damage and the target cannot roll to recover from Status effects until the start of Zombie Mouse's next turn.

The Barn Dance: All units in combat. Against Shadows, this spell has a 100% Enraged chance. Against Users, this spell has a 20+5TEC% (45%) Stunned chance.

A beloved mascot costume that was abandoned when a local park went bankrupt and is now controlled by evil spirits who seek out children.

Erlkonig

XVI – Tower

Level 13
Hit Points 240
Spell Card: *In Mourning, Purple Hyacinth* (T3 Bloom)

Types

Dispositions:
Noble, Insane

Skill Bonus: +2 MAG, +2 VIT

Natural Skill: **Amidst the Trees** – You can use your movement action to automatically move to any unoccupied Pollen space. If you do, you gain +1 HDC for the next attack you declare until the end of your next turn.

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

Null	Null	Null	Resist	Weak

Distant Thunder: One target Erlkonig can see. On hit: (52) Thunder damage and 30% Shocked chance. If the target takes damage from this spell, place one Sapling onto the map. If the target suffers Shocked from this attack, place another Sapling onto the map.

Hapakradyne: Up to three targets Erlkonig can see. On hit: 9d8 (40) Wind damage. If at least one target took damage from this spell, Erlkonig places one Sapling in an unoccupied space on the map.

Verdant Phantasmagoria: Can only be cast if there are four or more spaces currently occupied by a Sapling. Erlkonig removes four Saplings from combat, moves to a free adjacent position to a User it can see and puts that target in Death's Door. This is an Almighty Death Category Effect.

Alder King (P): At the start of each one of Erlkonig's turns, it heals itself and all Shadows in combat for 20% (48) of its maximum HP. At the start of each User's turn, that User suffers a -2 STR, -2 MAG Debuff until the end of their turn.

Enduring Patience (P): Erlkonig cannot move or be moved from its position by any means outside of *Verdant Phantasmagoria*. Erlkonig is immune to any effects that specify a space, such as Fire Monk's Trance.

The Endless Forest (P): Saplings are effects placed by Erlkonig on map spaces. Spaces occupied by Saplings cannot be moved into or through, and Saplings are only removed when Verdant Phantasmagoria is cast, or when combat ends.

The king of the Alder trees who inhabits the "Black Forest" of Germany. A cruel elf who stalks those who are lost in the woods. When the moment is right, Erlkonig strikes, killing these wayward travelers without ever being seen.

Shiwanna

XVII – Star

Level 4
Hit Points 108
Spell Card: Vata (T1 Weather)

Types

Dispositions:
Noble

Skill Bonus: +1 MAG
Natural Skill: **Clouds Interlinked –** Once per round, if an ally who triggered a Weather effect this turn slays a target, you gain 1 Weather counter.

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

Drain

Weak

Accumulate (P): At the start of each of Shiwanna's turns, it gains one Cloud counter.

Gathering Storm (P): At the end of each of Shiwanna's turns, all Users in combat take MAG/2 (3) Thunder damage, no dodge check.

Abatma: One target within 5 meters. 50% Slowed chance.

Cloud spirits of American mythos who travel on rainbows and live almost anywhere there are clouds.
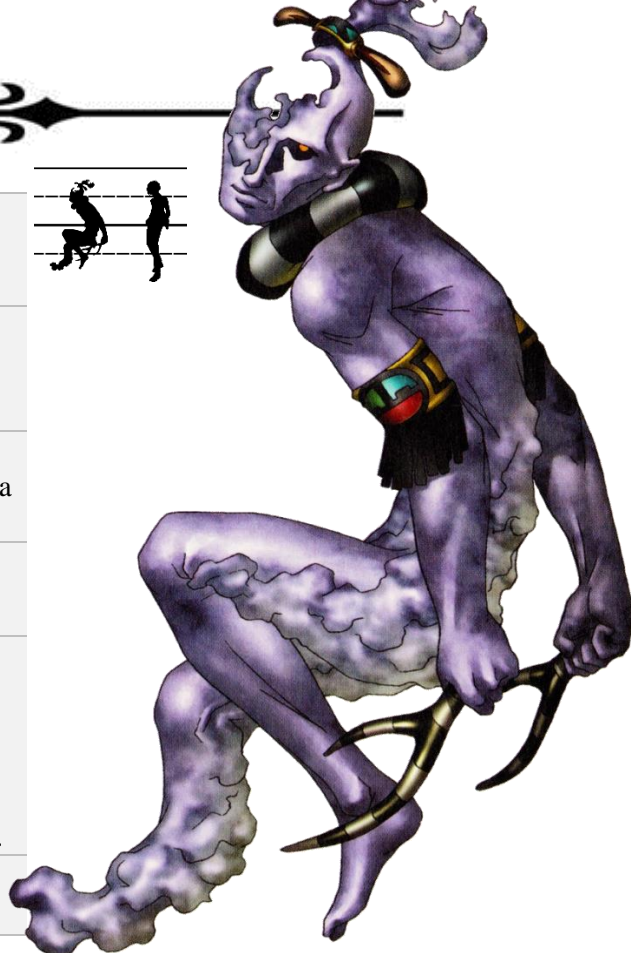
Haokah

XVII – The Star

Level 9
Hit Points 156
Spell Card: Drought (T2 Weather)

Types

Dispositions:
Aggressive

Skill Bonus: +1 MAG, +1 TEC, +4 Courage
Natural Skill: **The Drums of War –** After casting a spell that applies Weather, you can cast a Tier III or lower Buff effect as a Quick action until the end of your turn.

| STR	MAG	TEC	AGI	VIT	LCK
1	7	7	2	6	4

Drain

Reflect

Weak

Reverse (P): Any effect active on Users that would increase their HDC, DDC or Combat Skills decreases them instead. "Fortify" effects increase damage instead of reducing it. This applies to all Users as long as Haokah is in combat.

Drum Beat: One target within 7 meters. On hit: 7d8 (31) Thunder damage and Haokah gains 1 Drumbeat counter.

Warcry: Haokah can spend up to two Drumbeat counters to gain +1 STR, +1 MAG, +1 TEC, +1 AGI. This is a Buff effect that stacks with itself. If Haokah spent two Drumbeat counters to cast this spell, it's considered a Quick action.

A hunting god from Lakota beliefs who wields the wind as sticks to play the drums of thunder. His emotions are the opposite of humans': When Haokah is happy, he cries, and he laughs when he is sad.
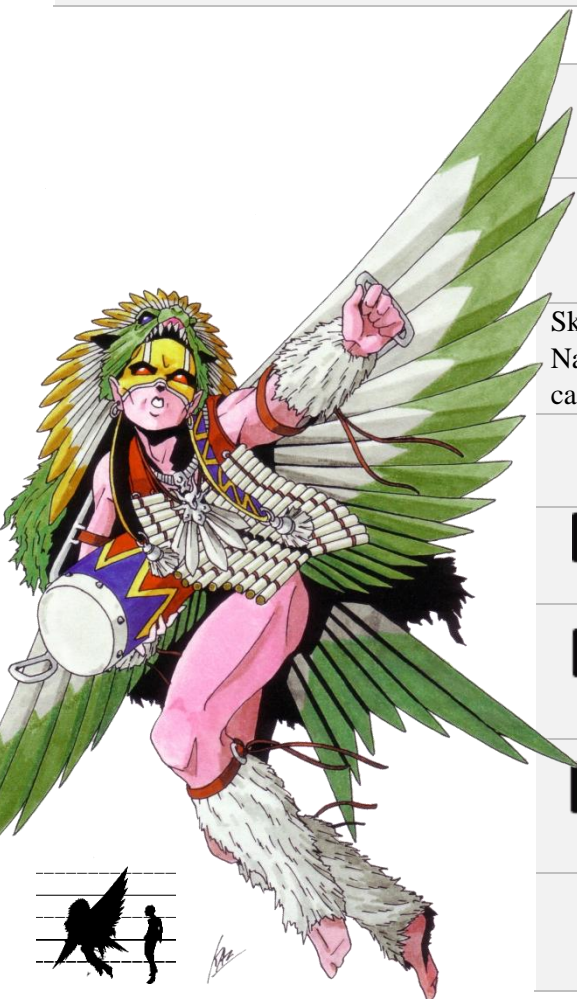
Optional Ruling: Rumors

An unexplained phenomenon that seems to emerge and disappear with time, mainly studied by the Kuzunoha Detective Agency, Rumors are strange tales that, once spread to enough people, start to affect the real world. Rumors can be used to disastrous effects, as documented by the Kuzunoha Detectives, or to benefit Users in tight spots.

Mechanically, spreading a Rumor is considered an Activity that must be performed during any Time block on Sundays. The party must pick one Rumor from the list below, or any other Rumors offered by the Narrator, and each User must spend one Time block helping spread it. More than one User can spend the same Time block spreading the Rumor, and the Rumor will not take effect if one or more User did not spread the Rumor. All Rumor effects start during the Night block on Monday and last until the end of the next Saturday's Evening block, at midnight sharp. Once a Rumor's effect ends, it cannot be used again the following week.

Rumor	Effect
"The ramen store sells weird medicine."	Users have access to a store that carries one copy of every non-Special Consumable, but the price of all Consumables in this store is increased by 0.5 RP.
"The local airsoft shop needs new parts."	Whenever Users sell items they own, they get the full listed RP value of the item, instead of the usual half.
"Everyone seems really full of energy lately, huh?"	All Users gain 1 Aspect Point immediately. Each User gains +1 Aspect Point at the start of each session.
"A rich guy threw his entire fortune into the Shibuya River…"	All Users gain +1 RP immediately. If Shadow negotiation rewards RP, it rewards 0.25 extra RP.
"A weird girl and a long-nosed guy have been spotted together all over the city."	Once per day, you can visit the Velvet Room without spending Time blocks or sub-blocks.
"Is it just the pollen, or is everyone just sleepier recently...?"	Once per day, each User can activate the following effect: The next short rest you take restores 1d8 Energy, VITd8 HP and recovers the use of one spell in your deck, including Repressed spells.
"A statue at the park is in an unusually good mood."	After spending time with a Confidant, you'll get +1d4 Ranks with them, added to the standard gains.

"Crazy weather we've been having, huh? Like someone's controlling it…"	Once per day, the party can choose one of the following Scene Aspects and apply it to the current Scene: *"Dark and stormy", "You could hear a needle drop", "What's with all the noise?"* or *"A critical lack of workplace safety"*. The narrator can choose to allow these Aspects to also apply to the Metaverse.
"I saw Reiko Kashima the other day, I swear!"	The next combat that does not include Tyrants or Ultimate Shadows will feature at least one Rumor Shadow, chosen by the Narrator.
"Alien radio waves are affecting people's brains."	Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Knowledge point on top of the default reward.
"A legendary martial artist has recently arrived in town."	Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Discipline point on top of the default reward.
"The flowers can talk, if you're willing to listen."	Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Empathy point on top of the default reward.
"There's been a pheromone leakage near Queen Bee Café."	Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Charm point on top of the default reward.
"A movie festival will be hosted here in a few days."	Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Expression point on top of the default reward.
"Ghosts will sometimes follow you around, looking for people they knew in life."	Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Courage point on top of the default reward.

Index