



SEA OF SOULS

**SUPPLEMENTARY
CONTENT FOR
THE GRIMOIRE OF HEART**

VOLUME VII





Huge thank-you to our *Tyrant* Patrons:

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And a big thank-you to our *Velvet Guest* Patrons:

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This book's index can be found at the last page.

This book includes illustrations some readers may find disturbing or inappropriate. A few illustrations contain sparse, non-sexual depictions of partial nudity or sexual symbolism, religious symbolism from several mythologies and religions, and references to death, and real-world hate groups.

Exercise caution if these subjects are uncomfortable to you.

Welcome to the Sea of Souls! This document compiles the fourth 2023 batch of official add-ons released for the [Grimoire of Heart](#) starting from the 4.9.6 update.

This content was written and balanced to be on-par with the core Grimoire content, but can be more mechanically advanced than core content. Make sure your Narrator allows Sea of Souls content before using it.

If you somehow have this document and not the core Grimoire release, you can [download it here](#).

As always, a big thank-you to everyone in [our Discord server](#) for contributing concepts and feedback for the Sea of Souls!

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Shadow Gear

Shadows are cognitive beings, born of human thought and generally not possessing a physical form that could be manifested in the Universe. However, through a similar process to the one that Shadow Users undergo, Shadows can manifest a fraction of their power into objects that can be worn by Users and taken into the real world.

Mechanically, “Shadow Gear” behaves like any other item, but it cannot be acquired in any shops, even if an effect would cause a shop to appear carrying more items than usual, such as Rumor effects. Rather, Shadow Gear is obtained by negotiating with Shadow listed in the “Shadow(s)” column below, and triggering the highest possible reward tier, wherein a User can forego gaining a Persona or a Skill Card to instead gain one piece of Shadow Gear. Narrators are encouraged to inform the players if Users enter combat against a Shadow who carries Shadow Gear.

Shadow Gear can be equipped or consumed by any User, even those who haven’t gained the item from negotiation, and can be sold for RP equal to half the “RP” reward stated in the negotiation table. Users can own more than one piece of each Shadow Gear item if they encounter more than one valid Shadow, even if two or more of the same Shadow are encountered.

Weapons

| Name | Damage | Reach | Extra | Description | Shadow(s) |
|---|--------------|-------|---|--|----------------------------------|
| Singed Lyre (Bow) | STRd4 | 1-4 | Cast Tarunda (T1 Debuff) | A tall and sleek instrument that can produce slow-moving energy waves. | Orpheus – Lv.1 (Sea of Souls V) |
| Beast of the Labyrinth (Gloves) | STRd6 | 1 | The first basic attack you declare with this weapon is considered a Quick action. | A pair of gauntlets adorned with horns, fastened to the wielder’s arms by thick dark chains. | Asterius – Lv.9 (Sea of Souls V) |
| Suspicious Scythe (Polearm) | STRd6 + VIT | 1-2 | Snipe 1, Transfer | A peculiar scythe that’s <i>precisely</i> 5ft long. Wielding it seems to put a melody in your head you can’t quite remember. | Macabre – Lv.10 (Sea of Souls I) |
| Bell of Entombment (Dagger) | STRd6+6 | 1-3 | Deals Light Type damage | A simple golden bell that makes no sound at all if not rang intentionally. | Daisoujou – Lv.11 (Core) |
| Rites of Moloch (Grimoire Chapter) | Fire Type | N/A | +1 Critical Margin for each Status the target is currently afflicted with. | Dark red pages describing how to contact powerful demons. | Moloch – Lv.16 (Core) |
| Gae Bolg (Polearm) | STRd10 + AGI | 1-3 | Move AGI, Wind Affinity +1 | A long silver spear with a barbed blade and gaps that howl when the weapon is swung. | Cu Chulainn – Lv.17 (Core) |
| Throne to Sloth | STRd10 + 7 | 1 | Reflect Status | A pristine toilet bowl with a self-warming seat. | Belphegor – Lv.17 (Core) |



Armor

| Name | DR | Bonus | Notes | Shadow(s) |
|-------------------------------|----|--|--|----------------------------|
| Fur Coat | 2 | Auto-Sukukaja (T1 Buff) | A sleeveless coat made from artificial fur, clearly cherished by its previous owner. | Nekomata – Lv.5 (Core) |
| Binding Rope | 5 | +1 STR | Traditional ritual ropes wound tightly around the wearer, inspiring them with ancient might. | Takeminakata – Lv.7 (Core) |
| Traje de Luces | 4 | Evade Physical 1 | Vividly colored, tight-fitting clothes made to draw the attention of the crowd. | Matador – Lv.10 (Core) |
| Midsummer Night's Gown | 5 | Fortify Wind MAG. Users adjacent to you gain Fortify Wind MAG. | A green dress decorated with golden filigree that sways gently even when there's no wind. | Titania – Lv.11 (Core) |

Accessories

| Name | Effect | Description | Shadow(s) |
|---------------------------|---|--|----------------------------------|
| Spiked Collar | +VIT Max HP, you recover 10% more HP from all sources. | A black collar decorated with large, sharp spikes and the first link to a broken chain. | Garm – Lv.5 (Sea of Souls VII) |
| Chilled Hat | Ice Affinity +1, Fire Affinity -1 | An iconic blue cap that's just cool enough to be comfortable in all situations. | Jack Frost – Lv.3 (Core) |
| Banner of Mourning | +2 Energy. At the start of combat (Interrupt): You can place 1 Ofuda on one target within TEC meters. | A tall flag depicting a scene of worship. In the Metaverse, you can faintly see specters floating around the flag. | Tokisada – Lv.9 (Sea of Souls V) |
| Gloves of Inaba | You can spend 2 Buildup Counters (Quick): Recover 10% of your maximum HP. | Soft gloves made from patchwork furs. | Hare of Inaba – Lv.11 (Core) |
| Heart of Despair | Once per day, when you enter Death's Door, you can choose to revive yourself with 1 HP. Effects from entering Death's Door still apply. | An unsettling “bouquet” constructed out of heavy black fabric and the bones of unknown creatures that follows the wielder, floating ominously. | Hades – Lv.13 (Sea of Souls V) |
| Protective Hat | +1 Charm Tier, +1 Expression Tier -2 Discipline Tier | A golden cone-shaped hat that can conceal any number of improprieties. | Mara – Lv.15 (Core) |
| Clockwork of Greed | Basic attacks you declare deal +1 damage on hit for each RP you're currently holding. | A circular golden machine that kept a dragon alive after its heart was consumed by greed. | Fafnir – Lv.15 (Sea of Souls I) |

Consumables

| Name | Effect | Description | Shadow(s) |
|---------------------------|---|--|---------------------------------------|
| Sanctified Feather | At the end of each of the target's turns, they recover 10 HP. This is not a Buff effect, and lasts for 3 rounds. | An orange plume that glimmers in the sunlight. | Phoenix – Lv.5, Suzaku – Lv.3 (Core) |
| Lobster Tail | You gain <i>Resist</i> against the next instance of damage you take in this combat. This can give you <i>Resist Almighty</i> . | Warm, delicious, smelling faintly of lemon and butter. | Dead Lobster – Lv.2 (Sea of Souls II) |
| Forbidden Apple | Until the end of the current Scene: +2 Knowledge Tier, but you cannot invoke or compel Aspects. Aspects can still be compelled by the Narrator. Cannot be used during combat. | A crisp, almost cartoonishly idealized apple. Perfect... <i>Alluring</i> . | Adam, Eve – Lv.7 (Sea of Souls IV) |



Shadows



Garm

IX – Hermit

Level 5
Hit Points 72

Spell Card: Magna (T1 Earth, Sea of Souls III)

Skill Bonus: 1 STR

Natural Skill: **Flame Eater** – If you would take Fire damage, you instead regain HP equal to half of the damage and gain +1 STR, +1 TEC for 3 rounds. This is a Buff effect.

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



Resist



Weak

Fierce Bite: One target within 5 meters. Garm moves to a position adjacent to the target when this spell is cast. On hit: 6d6 (21) Physical damage and applies the Bitten condition to the target.

Flame Breath: Up to three targets within 5 meters. On hit: 6d4 (12) Fire damage. If any targets are adjacent to Garm when this spell is cast, they have -2 DDC against this attack.

Sharp Fangs (P): Bitten is a condition that can be applied to Users through the effect of Fierce Bite. Each Garm can only apply Bitten to one target at a time. Bitten targets take 1d4 (2) Physical damage for each meter they move or are moved, and Garm is automatically moved to a position adjacent to the Bitten User whenever they move. If Garm cannot be placed in an adjacent remove Bitten from that User.

The hound who guards the entrance to Hel's halls. When Ragnarök starts, he'll break free from his duties and slay Tyr.

Myrmecoleon

XVII – The Star

Level 7
Hit Points 110

Spell Card: Vile Breath (T2 Status)

Skill Bonus: 1 STR

Natural Skill: **Versatile Stomach** – Consumables used on yourself recover 10 HP, in addition to their stated effects.

Wind Rush: Up to 1d6 targets within 5 meters. On hit: 6d6 (21) Wind damage. If the number of targets rolled is greater than the number of Users in range, Myrmecoleon might choose the same target up to two times each.

Toxic Bite: 15+5TEC% (55%) Poisoned chance. Targets Poisoned by this spell suffer Wind Affinity -1 until they're healed of Poisoned.

A beast that's half lion, half ant. Since its lion half is carnivorous and its ant half is herbivorous, it cannot eat and thus has a short lifespan.

Types



STR

6

MAG

1

TEC

6



Null

Dispositions:

Friendly, Anthropophagous



AGI

4

VIT

4

LCK

2





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