

SEA OF SOULS

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





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Welcome to the Sea of Souls! This document compiles every official add-on released for the [Grimoire of Heart](#) starting from the 4.7.0 update (October 2022) up until the end of 2022.

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

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

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

If you're looking for fan-made crossover content, check out [the Heartverse](#).



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To the 300 (and growing!) members of the Grimoire Discord: This one's for you.

Class – Mirage Masters

“I’m breaking down all the masks I wear to hide my lonely heart... But what if I’m just lying to myself?”

Within every human, there resides a peculiar energy, a light of creativity and drive known as **Performa**. Some creatures are drawn to Performa, seeking to feed on it, killing their victims in the process. However, Performa can be shared willingly: Those with extraordinary wills and enough Performa can open their hearts to these Mirages and bond with them, sharing their energy in exchange for immense power, becoming a rare class of User known as a Mirage Master.

For this Class, consider mentions of Mirages to be equivalent to Personae or Demons.

- ❖ **Reincarnation:** Once per combat, when a Mirage Master deals the killing blow to a Shadow, they immediately gain one Social Skill Point of their choice.
- ❖ **Realization:** The first time a Mirage Master achieves a new Social Tier, they gain a benefit based on that Tier, according to the table below. This can only be achieved a number of times indicated on each Tier’s Notes: If a character achieves Tier IV in any Social Skill, for example, they gain the bonus immediately, and will not gain it again if they achieve Tier IV in any other Social Skill, while Tier I has no such limitations.



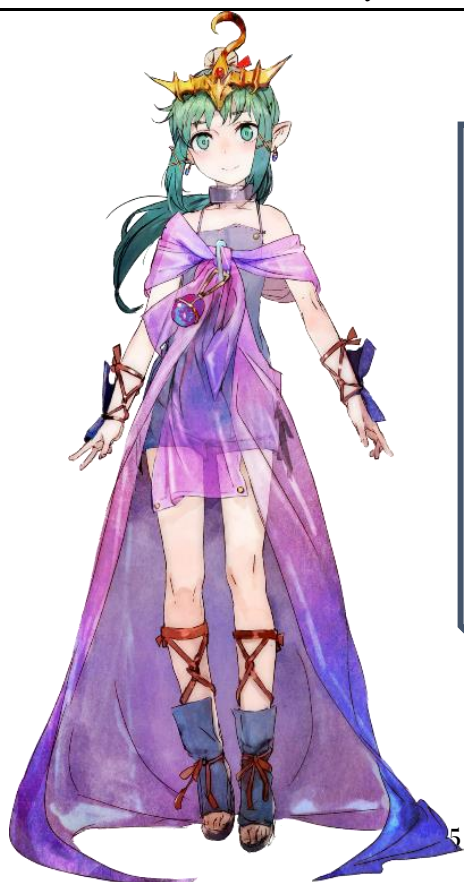
Social Skill	Effect	Notes
Tier I	Choose one Tier I or II spell in your deck: Gain an extra use of it.	This can be achieved any number of times.
Tier II	Every time your RP is reset, you gain +1 RP.	This can only be achieved twice .
Tier III	You gain one Feat of your choice.	This can only be achieved twice .
Tier IV	Raise your Mirage’s PLv. by 1.	This can only be achieved once .
Tier V	Raise your CLv. by 1.	This can only be achieved once .

- ❖ **Encore:** The overflowing Performa within a Mirage Master drives them to create and explore constantly. Whenever a Mirage Master gains a permanent boost to their Combat Skills, they also gain a permanent +1 bonus to their maximum Energy.
- ❖ **Lordship Over Carnage:** At character creation, choose one *Mastery Feat* (Sword Mastery, Firearm Mastery, etc.): Add it to your character for no cost.
 - In the Metaverse, you can choose to manifest your Mirage as a weapon of the chosen class, as an outfit that visually overrides your equipment, or both. These effects are purely visual.
- ❖ **Idolasphere Network:** Once per day, when you succeed on a negotiation with a Shadow at the highest possible reward tier, instead of gaining the usual reward, you can choose to set that Shadow as your *Contact*, earning a favor from that Shadow that can be redeemed once, at any point in the future. When you choose to call upon your Contact, choose from one of the options below. This can only be done outside of combat, and only once per Contact.
 - You can only have one Contact, and must spend that favor or override it with another before gaining a new one.





Favor	Effect
Bullion	You gain RP equal to the RP reward based on your Contact's Level (Core, Page 163)
Master Seal	You gain SP equal to the RP reward based on your Contact's Level (Core, Page 163)
Bag of Tea Leaves	You gain consumables (your choice) of a combined value equal to the RP reward you would have gotten from <i>Bullion</i> . Rarity rolls still apply.
Tome of Saints	You gain a Spell Card of one of your Contact's Types (your choice) of a Tier based on its Level (Core, Page 163)
Love Letter	During a Skill Check, if you choose to Risk a dice, you can call upon this Contact: Do not roll a subtraction dice.
Goddess Statuette	You gain one extra Aspect Point.
Shoes of the Wind	As combat starts, you can call upon this Contact to grant any number of units an Initiative score bonus equal to 1d10 + your highest Social Skill Tier.
Toothed Dagger	This favor can be called upon during combat, and is considered a Quick action: Choose any weapon whose cost is equal to or less than X, where X is equal to <i>double</i> the amount of RP you would have gotten from <i>Bullion</i> . This weapon is equipped to you immediately, replacing any weapon you have equipped. Only the User who activated this favor can equip this weapon, and it disappears at the end of the day.
Aum Staff	This favor can be called upon during combat, and is considered an Interrupt action. If you enter Death's Door, you can call upon this favor and spend 1 Aspect Point: If you do, you are Revived with 30% HP and penalties from entering Death's Door do not apply.
Blazing Emblem	This favor can be called upon during combat, and is considered an Interrupt action: Once an Arcana Spread is activated, you can call upon this Contact: That Spread's use is restored at the end of combat. Outside of combat, that Spread's use is restored at the start of the next Scene. Each Arcana can only benefit from this favor once per session.



This strange girl is known by most as Tiki, the face of the Uta-Loid voice software. However, she dwells in an area not unlike the Velvet Room, offering visitors a selection of wares and the ability to talk freely to their Mirages. Perhaps her services could be extended to others with powers similar to the Mirage Masters...



Feats

Name	Effect	Req.	Additional
Carnage Incarnate	If you declare a basic attack with a weapon you have the Mastery Feat for, that weapon's damage treats Null as Resist, and treats Drain and Reflect as Null.	Mirage Master, CLv. 6 or higher	Can only be chosen once.
Natural Talent	Once per Scene, outside of combat, if you succeed at a Skill Check <i>without</i> Risking, gain one Aspect Point.	Mirage Master	Can only be chosen once.
Dream Catcher	Once per day, after spending a Time block with a Confidant, you can spend one Aspect Point: Double the Ranks gained from this block.		Can only be chosen once.
Drama's Light	Outside of combat, your Luck Charges grant +2 to checks instead of +1.		Can only be chosen once.
Your Wind	You can call upon the memories of someone you witnessed perform impressive feats in your hour of need. Once per day, outside of combat, if you Risk a dice during a Social Skill Check, add half of another Social Skill's Tier (rounded down) to the result of this check.	Rank 10 or higher with at least 3 separate Confidants	Can only be chosen once.
Under The Moon	Outside of combat, during the Evening and Night blocks, you gain +1 to all Social Skill checks.	Tier III in at least one Social Skill	Can only be chosen once.
Arcana Burst	When performing Fusion, you can choose to bypass the SP gain for "inheriting" spells to add half of that SP to the normal SP pool of the resulting Persona.	Must be able to perform Fusion	Can only be chosen once.
Water Priestess's Chant	If you have an Imbue effect already memorized and cast a spell that would give you a second Imbue effect, you can spend 1 Energy: Immediately apply one of these Imbue effects to yourself instead of discarding it, for no action cost. This Feat can be activated even if both Imbue effects are identical.		Can only be chosen once. Can only be activated if your active Persona possesses the Ice Type
Earthen Samurai's Bounty	If damage you deal with an Earth Category spell to your Duel target exceeds the remaining HP of that target, you can use your Interrupt action to deal the difference between the damage you dealt and the target's HP to another target within TEC meters, then apply the Duel condition to that target.		Can only be chosen once. Can only be activated if your active Persona possesses the Fire Type




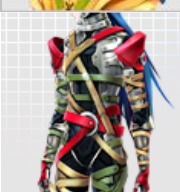



Weapons

Name	Type	Damage	Reach	Extra	Description	Cost
Mill Cutter	Sword	STRd6	1	At the end of each combat, restore up to 1 Energy	A large, slightly curved sword decorated with roaring orange flames.	4 RP
Steel Feather	Polearm	STRd4+TEC	1-2	Cast Poisma (Tier I, Core Pg 129); Reflect Poison	A silver spear with a long blade ending in four golden spikes.	5 RP
Spell Rod	Firearm	MAGd8	1-4	At the start of each of your turns, add 1 Intel Counter to your party's pool.	A microphone mounted on an elaborate pink stand that can fire energy bolts.	4 RP
Blessed Bow	Bow	SKLd10	1-3	+2 VIT	A white bow with gentle gold filigree, tipped with azure gems.	5 RP
Girimekhala	Shield	STRd4+VIT	1	Grants High Counter (Tier III, Core Pg 144)	A tall golden shield with red details, sculpted in the shape of an elephant.	6 RP
Champion Gloves	Glove	STRd8+STR	1	If you are <i>Dueling</i> your target (see Earth Spells, Page 11), gains +1 HDC	Signed replicas of the gloves used by a legendary boxer.	5.5 RP
Jack's Gloves	Glove	STRd6-2	1-2	Cast Magna (Tier I, Pg. 11) Cast Bufu (Tier I, Core, Pg. 96)	Jack Frost and Pyro Jack plush puppets, soft to the touch.	4 RP
Crusher Fists	Glove	STRd10+4	1	Fire Amp	Oversized articulated gauntlets made from black metal.	8 RP



Armor

	Name	Damage Reduction	Bonus	Notes	Cost
	Emblem Form	2	+3 Courage pts. +3 Expression pts.	A deep blue suit, once the mark of royalty, worn with metal pauldrons and a red cape.	2 RP
	Stellar Grace	1	Evade Physical I	A bold black-and-white dress with ruffled detached sleeves and a jeweled necklace.	2 RP
	Microwavin' Armor	VIT	Requires 2 STR to wear. Critical Margin -2 to attacks declared against you.	The large, garish armor worn by a TV show host, smooth yellow plates adorned with details of many colors.	2 RP
	Sword Form	4	Move SKL	A form-fitting leather armor that boasts a frankly excessive number of decorative belts.	4 RP
	@Classic Style	5	Cast Purifying Flame (Tier III, Core Pg 94)	A loose pink robe with a darker sash and a discrete golden tiara	5 RP



Accessories

Name	Effect	Cost	Rarity
Mage Ring	+3 Energy, -1 STR, -1 MAG	0.5 RP	1d4
Piercing Eyelashes	+2 STR, -1 HDC for Physical spells	1 RP	1d4-2
Candle of Grudges	+2 TEC, -1 DDC	1.5 RP	1d4-2
Bracelet of Eternity	+2 Damage Reduction	2 RP	1d4-2
Divine Pillar	<i>Resist <All></i> You cannot dodge attacks declared against you	Special	Special

Consumable Items

Name	Effect	Cost	Rarity
Mobster Energy Drink	Restores 5 Energy. If used during combat: Once combat ends, you lose 7 Energy. If used outside combat: Once the current Scene ends, you lose 7 Energy.	1 RP	1d4-1
Idaten Ofuda	+2 TEC, +2 AGI, all allies. Lasts for 3 rounds.	1 RP	1d4-2
Kongou Ofuda	Fortify Physical and Elements +8, all allies. Lasts for 3 rounds.	1 RP	1d4-2
Physical Ointment	1 target you can see gains Reflect Physical for the next Physical attack declared against the target.	3 RP	1d4-2
Magic Ointment	1 target you can see gains Reflect Elements for the next Element spell declared against the target.	3 RP	1d4-2

Water Spells



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

Imbue is a new keyword that applies its stated effects to the next Heal, Buff or Defense Type spell the User casts. Once you cast a spell that gives you an Imbue effect, that effect is “memorized” until you choose to apply it to a valid spell or combat ends. If you were to memorize a second Imbue effect while you have one memorized, you must choose one to keep memorized, and lose the other.

Tier I

Name	Categories	Reach	Effect	Description
Aqua	Mono, Ice, Water, Imbue (A)	1 target within 8 meters	Hit: MAGd6 Ice damage Imbue: <i>Restores PLv. HP to the target.</i>	A beam of concentrated water strikes the target.
	Time: Default	Duration: Instant		
Ha Aqua	Multi, Ice, Water, Imbue (A)	Up to 3 targets within 7 meters	Hit: MAGd4 Ice damage Imbue: <i>Target gains +1 DR until the end of their turn. This is not considered a Buff effect.</i>	The caster is briefly surrounded by orbs of icy water that chase down their enemies.
	Time: Default	Duration: Instant		
Malaqua	Total, Ice, Water, Imbue (A)	Any number of targets the caster can see	Hit: MAGd4-5 Ice damage. Imbue: <i>Remove one Debuff or Status effect from the target.</i>	A wave of sharp droplets washes over the arena.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Aques	Mono, Ice, Water, Imbue (A)	1 target within 8 meters	Hit: MAGd8 Ice damage Imbue: <i>Restores PLv.*2 HP to the target.</i>	A vicious torrent bursts from the caster’s Persona and strikes the target.
	Time: Default	Duration: Instant		
Ha Aques	Multi, Ice, Water, Imbue (A)	Up to 3 targets within 7 meters	Hit: MAGd4+8 Ice damage Imbue: <i>Target gains +2 DR until the end of their turn. This is not considered a Buff effect.</i>	An array of water bolts hover around the caster before piercing the targets.
	Time: Default	Duration: Instant		
Malaques	Total, Ice, Water, Imbue (A)	Any number of targets the caster can see	Hit: MAGd4 Ice damage. Imbue: <i>Remove up to two Status effects from the target and target receives Resist Status until the end of your next turn.</i>	Storm clouds loom above the targets, lashing them with a vicious downpour.
	Time: Default	Duration: Instant		



Tier III

Name	Categories	Reach	Effect	Description
Aquadyne	Mono, Ice, Water, Imbue (A)	1 target within 8 meters	Hit: MAGd10 Ice damage Imbue: <i>Restores PLv. *2 HP to the target. This spell can target Users in Death's Door. If you do, this revives them with 50% HP, then apply the original effect of this spell.</i>	A mass of water takes the shape of a beast tied to the Persona's mythos and crashes into the target, crushing it instantly.
	Time: Default	Duration: Instant		
Ha Aquadyne	Multi, Ice, Water, Imbue (A)	Up to 3 targets within 7 meters	Hit: MAGd6+MAG Ice damage. Choose one of the following: Imbue: <i>Target gains +3 DR until the end of their turn. This is not considered a Buff effect.</i>	A trio of weapons made out of water dance around the caster, leaping at the targets and striking without mercy.
	Time: Default	Duration: Instant	Imbue: <i>When you cast this spell, choose one Damage Type. Target gains Fortify <your chosen Type> +6 until the end of their turn. This is not considered a Buff effect.</i>	
Malaquadyne	Total, Ice, Water, Imbue (A)	Any number of targets the caster can see	Hit: MAGd4+6 Ice damage. Choose one of the following: Imbue: <i>Remove one Status effect from the target. That target cannot suffer that Status effect for the next 3 rounds.</i>	A swarm of translucent birds of prey emerge from the Persona, slicing the targets to ribbons in the blink of an eye
	Time: Default	Duration: Instant	Imbue: <i>Remove one Debuff effect from the target and choose one Combat Skill: Checks made with that Skill ignore Debuff effects for the next 3 rounds.</i>	

Tier V

Name	Categories	Reach	Effect	Description
Bloody Honeymoon	Mono, Ice Water, Imbue, Unique, Repress (A)	1 target within 9 meters	Hit: MAGd10 Ice damage. Imbue: <i>Target recovers one spell use of Tier III or below.</i> Repress to add the following effect to the Imbue: <i>This can include Repressed spells.</i>	Cracks break around the arena and bloody water bursts from the ground, covering all targets in a crimson mist.
	Time: Default	Duration: Instant		

Earth Spells



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

Duel is a condition applied to one target of your Earth spells. Whenever you cast a spell with the Duel Category, you can choose to apply the Duel condition to one target that took damage from that spell. Each target can only be considered “Dueling” one User, and the Duel condition does not “stack” if more than one User attempts to apply it to the same target. Whenever your Earth spell deals damage to one or more targets, you can choose to end the Duel with your current Duel target and apply it to a target that took damage from your spell. Additionally, you can choose to remove a Duel condition you applied to any target during your turn as a Free action.

Dueling is an extra effect that applies to your Duel target. Note that this extra effect only applies if the Duel condition was applied *before* you cast the spell. Debuff Category Dueling effects last until the end of your next turn and are considered Debuff effects that stack with other Debuff effects.

Tier I

Name	Categories	Reach	Effect	Description
Magna	Mono, Fire, Earth, Duel (A)	1 target within 8 meters	Hit: STRd6 Fire damage Dueling: <i>Reduce your Duel target's movement allowance by half.</i>	You command a boulder to rise from the earth and fling it towards an enemy.
	Time: Default	Duration: Instant		
Ha Magna	Multi, Fire, Earth, Duel, Debuff (A)	Up to 3 targets within 7 meters	Hit: STRd4 Fire damage Dueling: <i>Your Dueling target suffers Fortify <Physical, Fire> -2.</i>	Rock lances sprout from the ground, piercing your foes.
	Time: Default	Duration: Instant		
Ma Magna	Total, Fire, Earth, Duel, Debuff (A)	Any number of targets the caster can see	Hit: STRd4-5 Fire damage. Dueling: <i>The target suffers a -1 AGI penalty to dodge checks against attacks and spells you declare.</i>	A cloud of countless sharp rocks surrounds your Persona for a moment before flying off in every direction.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Magnara	Mono, Fire, Earth, Duel, Move (A)	1 target within 8 meters	Hit: STRd8 Fire damage Dueling: <i>Move your Duel target up to TEC meters towards you.</i>	A dark boulder falls from the sky, crushing your target.
	Time: Default	Duration: Instant		
Ha Magnara	Multi, Fire, Earth, Duel, Debuff (A)	Up to 3 targets within 7 meters	Hit: STRd4+8 Fire damage Dueling: <i>Your Duel target suffers Fortify <Physical, Fire> -X, where X is your STR score.</i>	A black spear flies towards each target, skewering them.
	Time: Default	Duration: Instant		
Ma Magnara	Total, Fire, Earth, Duel, Debuff (A)	Any number of targets the caster can see	Hit: STRd4 Fire damage. Dueling: <i>The target's AGI is halved to roll dodge against the next attack or spell you declare against them.</i>	Razor-sharp obsidian shards fire in succession towards your targets.
	Time: Default	Duration: Instant		



Tier III

Name	Categories	Reach	Effect	Description
Magnadyne	Mono, Fire, Earth, Duel, Move (A)	1 target within 8 meters	Hit: STRd10 Fire damage Choose one of the following: Dueling: <i>Move yourself to an unoccupied position adjacent to your Duel target as a Free action.</i>	Your Persona materializes a massive rock, then strikes it with enough force to instantly crystalize it into a diamond that annihilates anything in its path.
	Time: Default	Duration: Instant	Dueling: <i>Move your Duel target to an unoccupied position adjacent to you, and it cannot declare a movement action for the duration of this effect.</i>	
Ha Magnadyne	Multi, Fire, Earth, Duel, Debuff (A)	Up to 3 targets within 7 meters	Hit: STRd6+STR Fire damage Dueling: <i>Your Duel target's Physical or Fire interaction (your choice) is downgraded by one category.</i>	Three crystalized weapons related to your Persona's mythos emerge around you, striking your enemies.
	Time: Default	Duration: Instant	You can Repress this spell to add the following effect to the above: <i>"If the target's interaction is Neutral, downgrade it to Weakness"</i> <i>(Drain – Reflect – Null – Resist – Neutral)</i>	
Ma Magnadyne	Total, Fire, Earth, Duel, Debuff (A)	Any number of targets the caster can see	Hit: STRd4+6 Fire damage. Choose one of the following: Dueling: <i>Your Duel target suffers -2 DDC for the next attack you declare against them.</i>	An array of translucent crystals lines up around you, firing off for several seconds and slicing your targets to ribbons.
	Time: Default	Duration: Instant	Dueling: <i>The next attack you declare against a Duel target gains Critical Margin +2.</i>	

Tier V

Name	Categories	Reach	Effect	Description
Magma Drop	Mono, Fire, Earth, Duel, Repress (A)	1 target within 8 meters	STRd10 Fire damage. Repress to add: Dueling: <i>Every time your Duel target takes damage, they take an extra STRd4 Fire damage. This damage is based off your STR.</i>	A meteorite, a solid chunk of stone carved in the form of an irate face in flames, crashes onto the target.
	Time: Default	Duration: Instant		
Anger of the Earth	Mono, Fire, Earth, Duel, Combo (A)	1 target within 5 meters	STRd12+STR Fire damage. Dueling: <i>You can cast a Tier III or lower Mono Category Earth spell in your deck, targeting your Duel target, as a Quick action.</i>	You are briefly surrounded by crystals of various sizes and colors, that burst forth once you cast a second spell.
	Time: Default	Duration: Instant		



Bounties

Due to the rumors regarding Persona Users across Tokyo, the *Beholders Technology Hobby Club* has developed an underground app to assist the powerless and downtrodden with matters that might require some Metaverse interference: the *Bounty Board*. Boasting of end-to-end encryption and full anonymity, the Bounty Board connects Users to researchers, allies, rivals and complete strangers with all sorts of request and the funds to see them fulfilled.

Bounties are optional activities presented to Users that can be undertaken during their downtime. Bounties generally take at least one Time block to be completed and have no deadline, unless specified otherwise. A bounty can be “turned in” and the rewards collected as long as all objectives marked as “Required” are finished. Optional Objectives grant extra rewards: They do not replace the standard reward unless specified.

Players are encouraged *not* to read the “Narrator Notes” sections, as they can spoil interesting mechanics and plot events that can happen during and after Bounties.

Requesters

These are some of the people who might offer new Bounties to the Users. Narrators are encouraged to add new Requesters and Bounties to their games to add variety and new surprises to each campaign.

- ❖ **Masaki Deka:** Leader of a delinquent gang known as the “Crows of Deka”. She harbors a fierce curiosity about the Metaverse and is the lead writer of *Masaki-Sama’s Metazine*, a compendium of Shadows and locations within the Metaverse, with information contributed by Users for a modest fee.
- ❖ **Pscientist-In-Training:** A researcher who prefers anonymity, although his requests might reveal more about him than he realizes. A shy, easily flustered young adult, the Pscientist shows a surprisingly professional side when dealing with his superiors. His dream is to work for the Ikari Technology Consortium, a Research and Development multinational.
- ❖ **UTOPIA-000:** A figure surrounded by mystery. Their requests are written in flowery, spiraling prose, and their motives often seem entirely random. Their bounties often leave the confines of the Metaverse and lead the Users to complete all sorts of odd jobs.
- ❖ **Faraday:** A man who describes himself as “a high-class businessman”, Faraday is a British-born investor with a keen eye for business and many, *many* enemies. His Bounties might be challenging, but the cash is hard to turn down.
- ❖ **Featherfan_94:** An action aficionado looking for her “big break” into show biz. Nothing thrills her more than tales of action, teamwork and men in costumes punching each other in quarries. She often needs help sourcing props and coming up with scenes to use in the many scripts she pitches to TV stations across the world.
- ❖ **Elizabeth Howard:** The heiress of a highly influential Japanese-American family who uses the pseudonym “Lilith” to publish *risqué* manga. Her requests are oddly specific, but try not to think about them too long.

Metaverse Pockets: Some Bounties take place within “Pockets”, spaces that are isolated from the Metaverse. These can be accessed by the same methods the party uses to enter the Metaverse normally, but Pockets are completely separate from the Metaverse: As a rule of thumb, whatever happens in a Metaverse pocket cannot affect the “main” Metaverse.



Bounty	Name	Req.	Level
01	Welcome to the Board	Masaki Deka	1
08	Reverie of the Radiant Blades	UTOPIA-000	4
31	Grand Theft Metaverse	Pscientist-in-Training	6
16	Lightning Action! Showdown of the Evil Fairy!	Featherfan_94	8
23	Pickup and Delivery	Faraday	10
11	Envoys of Beauty	Elizabeth Howard	12
26	Coolant Leak (Sea of Souls Volume IV)	Faraday	15

Bounty 01 – Welcome to the Board

Recommended Level: 1

“My favorite Bounty Hunters! I assume. I’m writing this before it’s accepted so I can’t tell. Anyway! My girl Hitomi is writing a feature on anomalous Metaverse objects and needs a few supplies, so get to it, chop-chop.”

Requester: **Masaki Deka**, Breaking in the Newbies

Request Description:

Users must deliver 2x Orb of Life to a drop point, the “Lost and Found” box at Musashimurayama High School. However, these Life Orbs *must* be acquired from negotiating with Shadows.

- ❖ Once negotiation succeeds at the RP reward or better, Users can choose to forfeit the expected rewards and instead gain 1x Orb of Life.

Objectives:

- ❖ **Clean Work (Required):** Deliver 2x Orb of Life;
 - **Reward:** 1x Takemedic-All V;
- ❖ **Above and Beyond (Optional):** Deliver an extra Orb of Life *or* another item worth at least 1 RP obtained through negotiation.
 - **Reward:** 1x Vandalized Musashi Uniform (Armor, 2 DR, grants +4 Courage);



Bounty 31 – Grand Theft Metaverse

Recommended Level: 6

“Well, this is awkward. After my... run-in with Takemi-sensei, I decided to lay low for a while, change fields for a bit. See, my cousin has an auto shop and I assumed that Cognitive Pscience and mechanics couldn’t be that different. Turns out... Well, the shop is closed after 6pm, please hurry!”

Requester: Exasperated **Pscientist-In-Training**.

Request Description:

The party must venture into a Metaverse Pocket accessed from Shigeno’s Auto Repair Shop and defeat the Shadow within: **Chris The Car**, a bizarre animated car that mirrors a real vehicle in the Universe.

However, Shigeno does not know about, nor believe in, his cousin’s research, and will not grant the party free range. Users must either break into the shop after hours or find another way to remain in the shop for for some time without being caught or revealing their nature as Persona Users.

The auto shop’s Metaverse Pocket is an indoors figure-8 race track with no exit. This arena is a flat 16x8 square surrounded by bleachers with cheering projections of humans. The Users manifest in the center of this arena, and *Chris The Car* appears in a space of the Narrator’s choice. During this encounter, Chris has the HP value indicated by parenthesis and has the same resistances as a Tyrant, but no access to Hetelic actions. Accessing this Pocket and spending any amount of time within spends a full Time block. Escape can be attempted like normal, but Users only leave the Pocket once all Users successfully escape.

Objectives:

- ❖ **Carmaggedon (Required):** Defeat *Chris The Car*!
 - **Reward:** Access to the Car Repair System (below);
- ❖ **Final D (Optional):** Finish the battle with no Users entering Death’s Door.
 - **Reward:** 2x Sword of Page (Sea of Souls I, Page 11);
- ❖ **One Horsepower (Optional):** The killing blow must be dealt by a Hierophant Orobas.
 - **Reward:** 1x Agile Soles (Core, Accessory, +1 AGI);

Car Repair System:

After *Chris The Car* is defeated, the “curse” is lifted from the Universe version of the car, and Shigeno will promptly dispose of it the following day, and throw his cousin out of the shop. The car is hardly in driving shape initially, but repairs can be performed. Users must invest a total of 15 RP into the car to have it fully repaired by professionals. However, if a User has Tier III Discipline, they can spend a full Time Block to perform repairs themselves, decreasing this cost by 1 RP per block. This cost does not have to be paid in one installment: Users can invest RP in any amount across as many days as they choose.

Once this amount has been paid, *Chris* becomes a fully usable vehicle that seats up to 5 humans comfortably. As long as the Users are inside *Chris*, they have access to the “Easy to Miss” Aspect, which might help in avoiding the eyes of authorities. *Chris* uses a negligible amount of gasoline, requiring no RP upkeep normally, but don’t forget: This car was touched by the Metaverse, and it can be very fickle...



Chris The Car

VII – The Chariot

Level 6

Hit Points: 110 (300)

Types



Skill Bonus: +1 STR, +1 AGI

Natural Skill: **Don't Walk** – While performing your movement action, you can choose to deal STR Physical damage to any number of units you become adjacent to.

Disposition(s):

Insane, Aggressive



STR	MAG	TEC	AGI	VIT	LCK
6	1	5	7	5	2

Crumple Zone (P): Chris starts combat with "Resist" against all Types except Fire, but Resistances other than Physical are removed after it takes damage from that Type once.



Resist



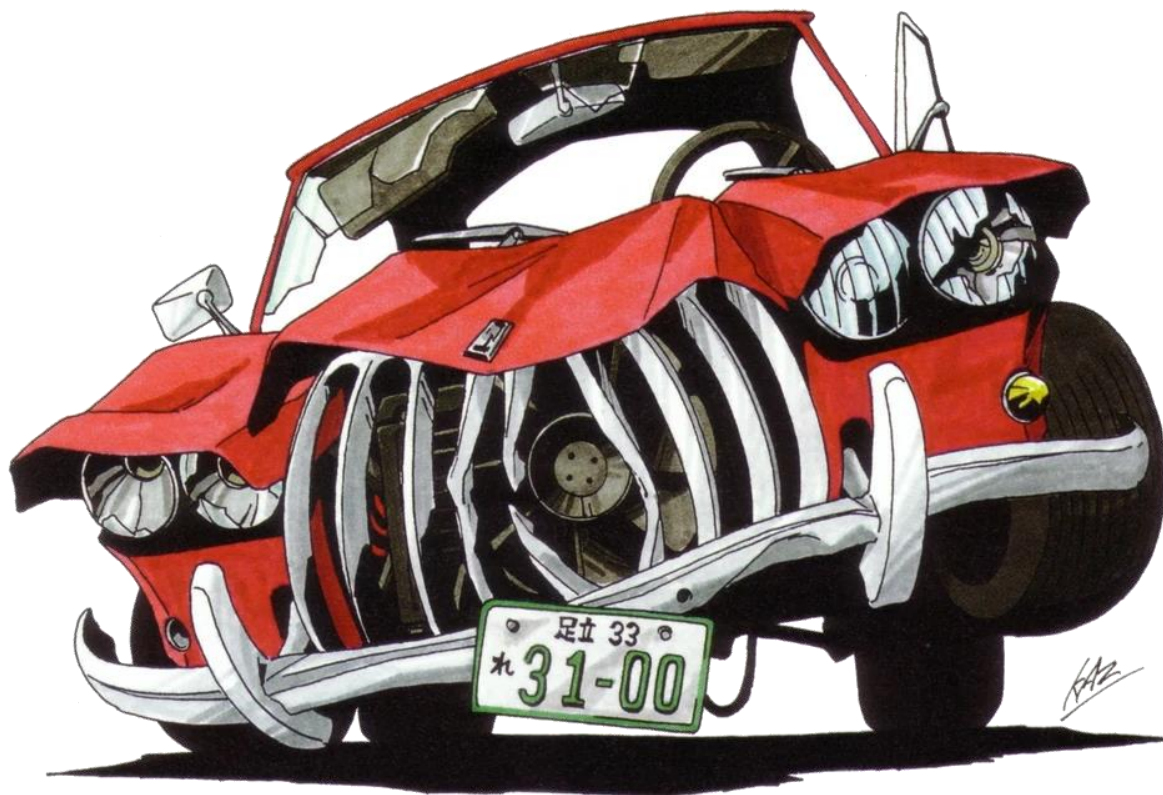
Weak

Squash: One target within 7 meters. Chris is moved to a position adjacent to the target. On hit: 6d6 (21) Physical damage and 4TEC% (20%) chance to Knockdown.

Burning Rubber: Any number of targets within 5 meters. Slowed chance: 7TEC+10% (45%).

Voracious Thing: All units in combat, including Chris, receive Weakness to Status until the end of Chris's next turn.

"A car that was cursed with sentience by a fledgling Cognitive Pscientist. Does it resent humans for giving it thoughts and anxiety instead of opposing thumbs? I would." – Masaki-sama's Metazine.





Bounty 08 – Reverie of the Radiant Blades

Recommended Level: 4

“A dark wind howls through the [vibrant streets] of Tokyo... You too can feel its influence upon the peasantry, can you not? [Those who value] the wisdom of worlds beyond struggle to find meaning. Offer them a helping hand, o ye [charging, savage] knights of the Metaverse.”

Requester: Kind Regards, **UTOPIA-000**

Request Description:

❖ This is a time-sensitive Bounty! Narrators are strongly encouraged to read the Narrator Notes block below. After some deliberation, you manage to puzzle out UTOPIA’s request: Visit the *BOOP Akihabara* videogame store and secure the last copy of *Exoblade Chronicles III*, a famous RPG title that had its physical release recalled worldwide. The man working at the counter, however, is a fickle and arrogant collector who refuses to even acknowledge they have the game in stock, hoping to sneak it out of the store before the next inventory check-up. The clerk is an NPC with the “*Well, Actually...*” and “*Wiry Build*” Aspects. He’s somewhat resistant to intimidation and will not accept bribes. Users are free to choose the approach they find more suitable with the clerk, or find another way to reach the shop’s storage room and nab the game. Once obtained, the game can be delivered at Locker 45-C at the Ginza train station.

Objectives:

- ❖ **Deliverance (Required):** Secure and deliver the game;
 - **Reward:** 1x Brink Tea (Core, Consumable);
- ❖ **Charge of the Luminous (Optional):** *Hidden*.
 - **Reward:** All Users involved in this Bounty gain a permanent +4 Charm pts.;

Narrator Notes:

- ❖ From when the Bounty is first made available, Users have until 23:59 of the following day to secure the game. Failing to do so will fail the Bounty and make it permanently unavailable. Make sure to communicate this to your players.
- ❖ The highlighted sections in the Bounty description are clues left by UTOPIA to disguise his real intentions: The game was never meant for him, rather a cashier at *Wild Boar Tokyo*, a trendy clothing store. “Charging, Savage” references the store’s mascot cartoon boar, “vibrant streets” denote the district where the store is located, and “those who value” is a very distant reference to the cashier. Delivering the game to the station locker is only enough to fulfill the Required Objective. Whenever a new player investigates the Bounty description, prompt a Difficulty 3 Expression check from them, once per player. On a success, explain that the game must be delivered to the cashier before the deadline. They work at Wild Boar during the Afternoon and Evening blocks, so make sure the players have enough time to figure this out and navigate to the store for the “Charge of the Luminous” reward.



Bounty 23 – Pickup and Delivery

Recommended Level: 10

“Simple moving job. A package will be delivered to the coordinates attached. You are to pick it up and install it in a Metaverse Pocket of my choosing. Do not disappoint me.”

Requester: **Faraday.**

Request Description:

The party must pick up a large crate at a container rental station in downtown Tokyo and transport it into the Metaverse. The Bounty includes permission slips for pickup and removal, but does not mention anything of transport or means to open the box once it is delivered. The box is wooden, approximately 1mx1mx2m and weighs 150kg (or 330lbs).

Metaverse Pocket: A deep jungle as far as the eye can see. Users enter this Pocket a few meters away from a large, Mayan-style rock pyramid that is 10x10 meters on its base and has gradual steps upwards until the apex platform(these steps are marked by horizontal lines on the map below). Each stone “block” is approximately 2 meters tall at their highest point, but carved with steps that allow easy movement.

- ❖ Carrying the crate up the pyramid would be an exhausting endeavor, spending 2d4 Energy per block traveled upwards, divided equally among all Users participating in the moving.

Traversing up or down the pyramid on the Steps is considered normal, unhindered movement. Moving up or down “floors” through the non-Step blocks requires a Strength (7) / Agility (7) check and requires a standard action, unless the User has an effect that allows for flight or similar movement.

Once the box is transported into the Metaverse, it must be opened from the front, which is clearly labeled, by any means the Users find necessary. Once open, the contents are revealed: a prototype Suppressor modeled after the Shadow known as Alice. This Suppressor cannot attack and is not equipped with any combat modules. It becomes active the moment the crate is opened, and will move on its own accord towards the top of the Pyramid if it hasn’t been transported there. Consider the Suppressor’s stats as below.

HP	STR	MAG	TEC	AGI	VIT	LCK
135	0	0	0	6	6	0

The Suppressor has no Damage Reduction or Type interactions. As soon as it reaches the top of the pyramid, it enters an immobile surveying mode and will only react to dodge attacks if needed. As soon as the Suppressor enters this mode, all Users must roll for initiative. Four Shadows will spawn in the Pocket: **Star Hanuman, Star Ananta, Aeon Ouroboros** and **Devil Vetala**, all Level 10 using their standard Core stat blocks.

- ❖ These Shadows can only climb upwards on Step blocks and will be immediately hostile against Users and the Suppressor, and negotiating with these Shadows incurs a -3 penalty;
- ❖ Each Shadow has a 50% chance to attack the Suppressor if it is in range at the start of its turn;
 - The Suppressor can roll to dodge these attacks;
- ❖ Hitting a Weakness of these Shadows or scoring a Critical hit against them moves them down to the base of the Pyramid;
- ❖ When one of these Shadows is defeated, another one of the same species appears on the base of the Pyramid at the end of the next round after the original was defeated;

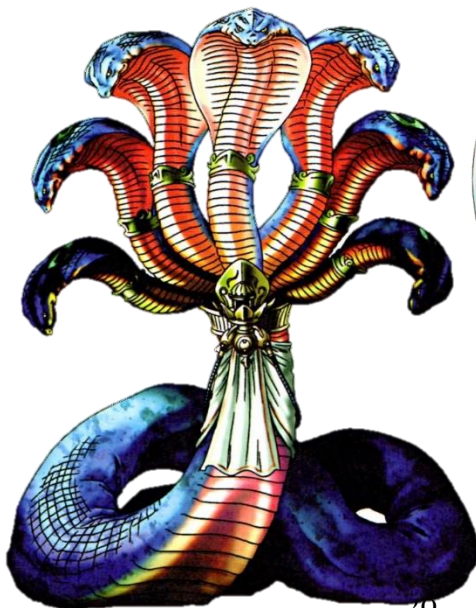
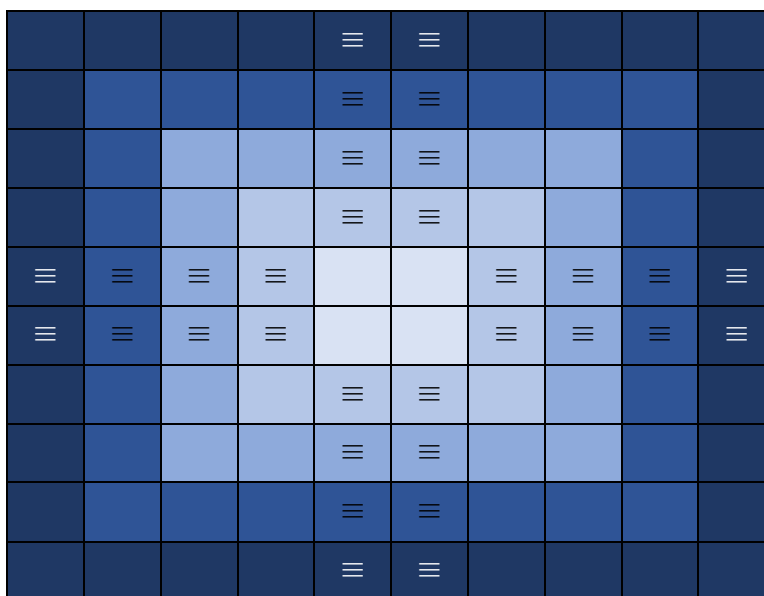
If the Suppressor’s HP reaches zero, it violently explodes and the Shadows disappear, **failing** the Bounty.

This battle goes on for 1d4+4 full rounds. At the end of the final round, the Suppressor releases a wave of energy that instantly slays any hostile Shadows in the Pocket and promptly shuts down. It provides a data disk with its findings and will no longer move. It can be carried back to the Universe, but the main objective is the data disk. As soon as the disk is inserted into a computer in the Universe, it’ll automatically upload its data to Faraday, and the Bounty will be considered completed.



Objectives:

- ❖ **Delivery Completed (Required):** Escort the “package” to the Metaverse and report the results of your survey to Faraday.
 - **Reward:** MP2 Prototype (Core, Firearm) **or** 5 RP (chosen by the party);
- ❖ **Overtime (Optional):** Defeat at least 5 Shadows while defending the Suppressor.
 - **Reward:** All Users who participated in this Bounty gain +5 Courage pts.;
- ❖ **Asset Recovery (Optional):** Deliver the Suppressor back to the container rental depot.
 - **Reward:** 1x *Advantage Point* AP Rounds (Weapon Coating, Sea of Souls I);





Bounty 16 – Lightning Action! Showdown of the Evil Fairy!

Recommended Level: 8

“Rangers, gather ‘round! There’s been sightings of an Niflheim-class Kaiju at the following coordinates. Take flight and take this miscreant down!”

Requester: Heroically, **Featherfan_94!**

Request Description:

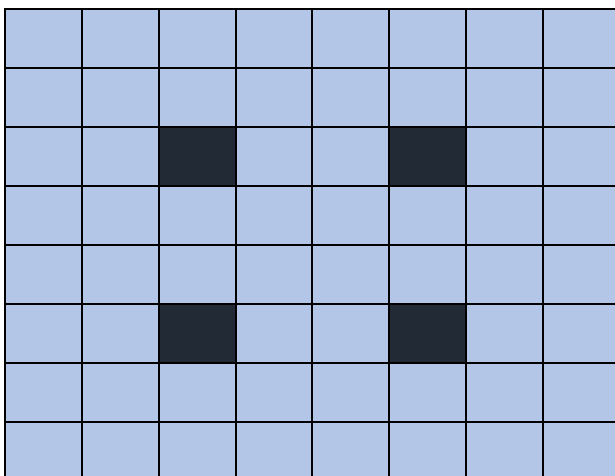
Users must enter a Metaverse Pocket and defeat **Jacked Frost**, a powerful and aggressive Shadow.

Metaverse Pocket: An 8x8 arena made out of stone, surrounded by a fierce blizzard on all sides. There are four pillars in the arena that are wide and tall enough for Users to hide behind. If there’s a pillar between the User and Jacked Frost, Jacked Frost cannot choose that User as a valid target for *Psycho Rage*.

Users that step into the Blizzard must make a dodge check. If the result of this check is lower than 20, they take 25 Ice damage, while players who roll 20 or more take 12 Ice damage. Regardless of the result, the User is then pushed back into the arena, at the nearest valid space outside of the blizzard. If Jacked Frost is moved into the blizzard, it immediately loses half its current HP, no check.

Objectives:

- ❖ **Mission Complete! (Required):** Defeat Jacked Frost.
 - **Reward:** 2x **Hailstorm** Spell Card (Core, Miscellaneous Spell, pg. 142). Each User who participated in combat gains 1000 Exp;
- ❖ **Dramatic Reversal! (Optional):** Force Jacked Frost to take damage from the blizzard at least once.
 - **Reward:** *Mint-Flavored Proteins* (allows Users to fuse Jacked Frost);





Jacked Frost

XI – Strength

Level 8

Hit Points: 450

Types



Cannot be obtained through Fusion unless Users obtain *Mint-Flavored Proteins*, and has the same resistances as a Tyrant, but does not have access to Hetelic Actions.

Skill Bonus: +1 STR, +1 VIT

Natural Skill: **Do You Hee-ven Lift?** – If you deal damage to a target whose STR is lower than yours with a basic attack or a Mono Category spell, that target is moved 1d4 spaces in a direction of your choice.

STR

8

MAG

1

TEC

5

AGI

4

VIT

10

LCK

2



Null



Reflect



Resist



Weak

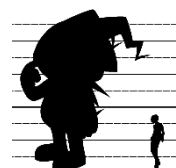
Psycho Rage – One target within 5 meters. On hit: 8d8 (36) Physical damage. Move Jacked Frost to a position adjacent to the target (regardless of dodge success).

Vigor Check – Up to 3 targets Jacked Frost can see. Dodging this attack requires a VITd6 check instead of AGId6. On hit: The target is moved into the nearest spot inside the blizzard.

Ultimate Supplex – One adjacent target. On hit: 8d6 (28) Ice damage and 10+2TEC% (20%) Stunned chance.

“A Jack Frost who came across a stock of Metaverse-enhanced protein powder left behind by some junkie. Some ardent fans believe he can divine fortunes.” –

Masaki-sama’s Metazine





Bounty 11 – Envoys of Beauty

Recommended Level: 12

“Darlings! Your favorite indie artist is busy and needs your soft, capable hands. I got a pretty premium spot in a vending machine alley in Roppongi, but I need to know if the machine is working properly. That’s where you come in! Just drop by, grab a few magazines, and let me know. But... Let’s keep this one between us, okay?”

Requester: Mischievous **Elizabeth “Lilith” Howard~**

Request Description:

The party must venture to Roppongi and locate a peculiar “romance light novels” vending machine and purchase some of the works within. This machine is located in a Scene with the “Shady Alley” and “Unusually Busy Foot Traffic” Aspects. Additionally, somehow, the Users will come across increasingly bizarre interlopers. For every magazine the Users attempt to buy, roll 1d6:

1. **Machine Jam:** The vending machine glitches out, *please* don’t mind the banging noises as it reboots. Roll 1d6 again, and increase the difficulty of the next check for this Bounty by 1.
2. **Obsessive Fan:** One of Lilith’s fans, a diehard *otaku* who will not rest until he has every last copy of her works. Intimidating and driving him off requires a Discipline (4) / Strength (9) check.
3. **Morality Police:** An old lady who’s staunchly against all sorts of “degenerate” media. She will not be convinced of the artistic value of Lilith’s works, and must be distracted with a Charm (5) / Technique (9) check.
4. **Actual Police:** Should you even be handling this type of material?! This easygoing but concerned member of the force can be distracted with an Empathy (4) / Magic (8) check.
5. **Hitomi Mitsuhiro:** Lead DJ of the local pirate radio, Hitomi finds a group of weirdos huddled around a sleazy mag machine *really* funny. She’s terrible at keeping secrets, so keeping her from finding out about your goals requires an Expression (5) / Luck (5) check.
6. **Lucky Break:** The streets are oddly quiet. No interlopers show up;

Only one User can perform the rolled check, and this check cannot be assisted. On a success, nothing happens and the interloper leaves. If a User fails the check, they lose 1 Energy during the attempt. If the same result is rolled more than once, the same interloper appears again, and the difficulty of their checks is increased by 1 each time.

Objectives:

- ❖ **Red Rivers (Required):** Buy at least 3 magazines.
 - **Reward:** 1x Risqué Lolita Dress (Armor, 1 DR, +6 to dodge checks, Charm Tier +1);
- ❖ **Strawberry Fields (Optional):** Do not fail any of the required checks.
 - **Reward:** 2x Enchanting Allure (Status, Tier III, Core Page 131) Spell Card;

Shadows

Aspect of Embers – Surt

Dispositions:
Noble, Aggressive

XVI – The Tower




Level 4

Hit Points 108

Spell Card: Magna (T1 Earth)

Skill Bonus: +1 STR

Natural Skill: **Light of Muspelheim** – In and out of the Metaverse, you can invoke this Natural Skill as an Aspect for the purposes of seeing in the dark or in inclement weather.

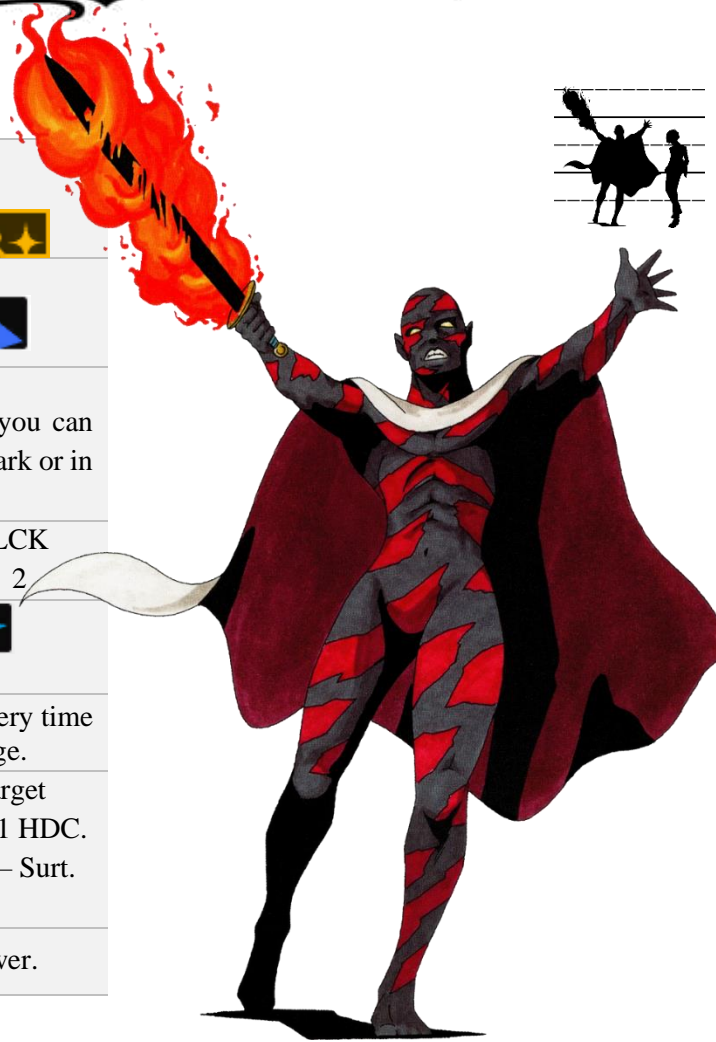
STR	MAG	TEC	AGI	VIT	LCK
6	1	4	2	6	2
					
Null		Resist		Weak	

Starfall (P): As long as Aspect of Embers – Surt remains in combat, every time a User takes damage from any source, they take an extra 1d4 Fire damage.

Magna: 1 target within 6 meters. On hit: 6d6 (21) Fire damage. If the target took damage from Magna during the previous round, this attack gains +1 HDC.

Call to Ragnarök: All units within 4 meters, except Aspect of Embers – Surt. On hit: 6d4-3 (12) Physical damage.

A fragment of the Norse giant Surt, deprived of his apocalyptic power.



Anahita

II – Priestess

Dispositions:
Noble, Friendly







Level 15

Hit Points 136

Spell Card: Aquadyne (T3 Water)

Skill Bonus: +3 MAG, +2 VIT

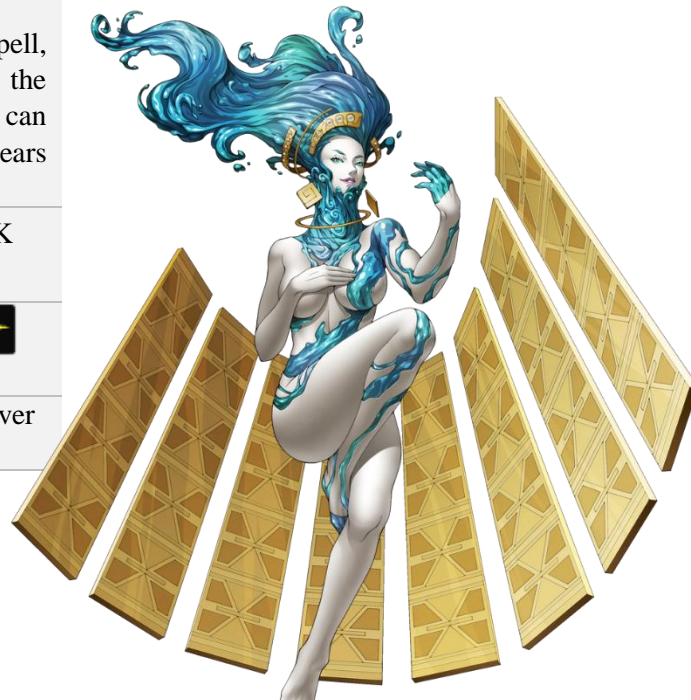
Natural Skill: **Spring of Purity** – When casting a Mono Category Heal spell, you can choose an unoccupied space instead of a valid target. If you do, the spell's effect remains on that space for 3 rounds, and any User in that space can use a Quick action to receive the effects of that spell. This effect disappears once it's used.

STR	MAG	TEC	AGI	VIT	LCK
1	9	7	8	4	1
					
Drain	Null	Weak	Weak		

A river deity responsible for fertility and cattle, the source of the world river in Zoroastrism.

Solar Grace (P): At the start of every round, Anahita recovers 5 HP and gains Fortify All +3 for each Nuclear Counter on her.

Hellish Spurt: Any number of targets Anahita can see. On hit: 9d6 (31) Ice damage and Anahita gains 1 Nuclear Counter for each target hit.



Aversa (Tyrant)

VI – Lovers



Level 3
Hit Points 200

Reward: Emblem Form (Armor, 2 RP)

Types



Skill Bonus: +4 Charm

Natural Skill – Covered Ears – Once per combat, you can choose one target you can see: That target cannot be selected as a target for Buff or Heal spells, or other effects that restore HP, until the start of your next turn. At the start of your turn, you can extend this effect as a Quick action by spending 1 Energy.

Shadow Gift – At the start of combat, Aversa summons two "Enslaved Mirages". At the start of each round, if either or both of the Enslaved Mirages were defeated in the previous round, they are summoned back into combat.

STR

2

MAG

6

TEC

5

AGI

6

VIT

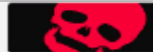
3

LCK

2



Resist



Resist



Weak

Enthralled Zan: One target within 9 meters. On hit: 6d4 (15) Wind damage. If one Enslaved Mirage is present when this spell is cast, this attack has +1 HDC. If both Enslaved Mirages are present, this attack deals +2d6 extra Wind damage.

Umbral Bufu: One target within 8 meters. On hit: 6d6 (21) damage. This spell can target extra targets, equal to the number of Enslaved Mirages present in combat.

Dark Envy (Buff): Aversa targets one User who's under the effect of a Buff Category spell, adds that Buff effect to herself, then removes it from the target.

Aversa can perform 1 Hetelic Action per round.

Accelerated Casting: Aversa can cast Enthralled Zan or Umbral Bufu as an Interrupt action, but spells cast through this feature do not benefit from effects that rely on Enslaved Mirages.

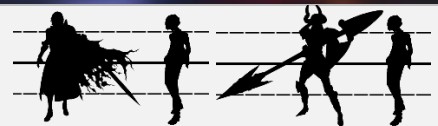
Scorn: When Aversa takes damage from a spell or basic attack, she has a 70% chance to declare a basic attack against the User who dealt this damage. On hit, this deals 6d4+4 (19) Almighty damage.

An evil Mirage who can bend the will of humans and Mirages and force them to serve her. Those under Aversa's thrall have their souls shut off from the outside world, hearing nothing but her voice.

Enslaved Mirage

Level 3
Hit Points 50

Cannot be acquired through Fusion.



Rush: One target within 6 meters. On hit: The Enslaved Mirage becomes adjacent to the target, and deals 4d6 (14) Physical damage.

Skewer: Up to 3 targets within 5 meters. On hit: 4d4-2 (8) Fire damage.

STR

4

MAG

1

TEC

5

AGI

4

VIT

4

LCK

2

Dark Shackles (P): Defeating this Shadow confers no Experience. If negotiation is started with an Enslaved Mirage, the User must pass a Difficulty 3 check of their preferred Social Skill. If they pass this Check, the Enslaved Mirage will attack Aversa, dealing 50 Almighty damage (no dodge check) immediately, and disappear. An Enslaved Mirage freed this way will not be summoned back into the fight by the effect of Shadow Gift.



Bounty Box and Expanded Confidant Sheet Templates

CONFIDANT

ARCANA

RANK

AVAILABLE BLOCKS

NIGHT

MORN.

AFT.

EVEN.

ASPECTS

MON

NIGHT

MORN.

AFT.

EVEN.

SUN

TUE

WED

THU

FRI

SAT

PREFERENCES

PERSONALITY

FAVORITE (+5)

POSITIVE (+2)

NEGATIVE (-2)

ACTIVITIES

FAVORITE (+5)

POSITIVE (+2)

NEGATIVE (-2)

GIFTS

FAVORITE (+5)

POSITIVE (+2)

NEGATIVE (-2)

RANK

EVENT

10

20

30

40

50

60

70

80

90

100