
Tricks and Treats of the Heart

*“I felt a chill run down my spine, and I broke into a cold sweat...
Yes, there are strange things in this world. Believe it... **or don’t.**”*

There are times of the day, the month, even the year, that bring out a particular feeling in humans. The witching hour, the looming full moon, Hallow’s Eve... Surely, something ties these events together... Right? Rather than a tangible connecting thread, the mysticism that humans assign to these events can bring about a strange event in the Metaverse.

This variant ruling introduces a new negotiation mechanic called “Trick or Treat” that replaces normal negotiation mechanics and its rewards and can be performed once per day, per User. The requirements to start a Trick or Treat are the same as that of a normal negotiation. Once it starts, the following happens:

- ❖ Your Narrator will choose one of the Shadows’ Dispositions. If the Shadow has no listed Dispositions, the Shadow will refuse the interaction and the User’s action will not be spent;
- ❖ Risk 1d6, without adding any modifiers. You cannot use Luck Charges for this check. If this Risk results in a result lower than 0, apply the **Trick** effect based on the Disposition chosen by the Narrator. Otherwise, apply the **Treat**.
 - In case of a Treat, the Shadow is considered defeated, rewarding Experience as normal and leaving the combat. In case of a Trick, the Shadow stays in combat;
- ❖ Any effects applied by Trick or Treat last until the end of combat.



This is a seasonal supplement for the Grimoire of Heart! Although it was created by the writers of the Grimoire, it was made for fun and may not be perfectly balanced to be on-par with the official Grimoire features. Please direct any questions or suggestions to the author(s) of this supplement: *starlight_bea* on Discord.

The author of this supplement **does not allow** the development of extra content using this supplement as a base without prior permission.

The author of this supplement **does not allow** the development of content that reimagines or “remakes” the content of this supplement without prior permission.



Disposition	Trick	Treat
Devilish	“Clause 15, Asset Forfeiture” – You lose a Consumable Item with the same price as the RP reward you would have gained from negotiation. If no items are applicable, you lose Energy equal to the RP price instead.	“No wishing for more wishes.” – Choose one Consumable item with a price equal to or lower than the RP reward from negotiating with a Shadow: You can use this item without spending any uses, even if it’s not in your inventory.
Noble	“We duel!” – You gain +1 HDC against the negotiation target, and -1 HDC against all other Shadows. The Shadow targeted for negotiation has +1 HDC against you.	“Keep your head held high, my friend.” – Choose one of the following bonuses: +1 HDC or +1 DDC. This is not a Buff effect.
Snobbish	“Be gone from my sight!” – The User is pushed 1d8 meters away from the Shadow. For each meter moved this way, they take damage equal to 10% of their maximum HP.	“I’ll show you how to rule these simpletons” – You can reorganize the initiative queue in any way you’d like. These changes take effect at the start of the next round.
Friendly	“Let’s be-hee friends (Evil)” – You are inflicted with the <i>Charmed</i> Status effect. This ignores Status resistances and cannot be removed until the end of your next turn.	“Let’s be-hee friends (Genuine)” – You gain the same positive Type interactions (Resist, Null, etc.) as the Shadow. These override your default interactions if the new interactions would be better.
Childish	Crocodile Tears – Until the end of combat, all damage you deal is decreased by 20%. This is applied last in damage calculation.	“Can humans eat demon candy?” – Until the end of combat, your Combat Skills cannot be lowered by any means, and effects that restore your HP restore double the stated amount.
Flirty	“Come back when you’re... Cuter.” – Until the end of combat, all damage you take is increased by 20%. This is applied last in damage calculation.	“First, you get real close... Then you strike~” – Until the end of combat, basic attacks you declare bypass the hit check.
Insane	“My curse...” – The Narrator chooses one of the Shadow’s damage Types. All spells and attacks you declare that deal damage deal that Type of damage instead of its normal Type. If the Shadow has no Types, nothing happens.	“I’ll haunt you, too...” – Whenever you cast a spell that deals damage, you can change the Type of that damage to one of the Shadow’s damage Types. If the Shadow has no Types, nothing happens.
Chaotic	“MOSH PIT!” – Every Shadow within 6 meters of the User can cast one spell as their Interrupt action immediately, choosing the User as one of the spell’s valid targets.	“Let’s raise hell!” – This negotiation does not spend the target’s action. The target can perform two Default actions this turn.
Aggressive	“Weak. Meek. Pitiful” – You cannot benefit from Buff effects. Debuff effects last double the stated number of rounds.	“Raise your glasses!” – You immediately gain the effects of Tarukaja, Sukukaja or Tarukaja (your choice). Buff effects that increase your Combat Skills grant an extra +1 to each affected Combat Skill.
Anthropophagous	“ME EAT YOU UP!!” – Until the end of combat, every time the Shadow deals damage to any User, it recovers HP equal to half of the dealt damage.	“Me... not eat you up?” – Until the end of combat, at the end of each of your turns, you recover 20% of your maximum HP.

Bounty 666 – Night of the Blood Curdler 7: Retribution

Recommended Level: 3

“Shinjuku is in big trouble, as the indestructible psycho-fiend David hits the road to Tokyo – and paints the town red. After a yearly return from beyond the grave, one of his terrified victims escapes into the nightmarish maze of the metropolitan Tokyo subways and sewers, only to confront evil... ONE FINAL TIME. [Rated R18+]”

Requester: Chilled to the bone, **Featherfan_94...**

Request Description: Users must defeat **David**, a powerful Tyrant that lurks in the sewers and subway tunnels beneath Tokyo.

Metaverse Pocket: Accessing the subway with this Bounty active will transport the party to a series of tunnels and corridors. The layout of these tunnels shifts constantly. Thus, whenever Users head into this Pocket, they must roll 1d6 and enter the room indicated listed below. If a room has already been entered and is rolled again, ignore that roll and roll again until a new room is generated.

Objectives:

- ❖ **Season of the Witch (Required):** Defeat David
 - **Reward:** All Users gain 3 points in Courage and Expression;
- ❖ **Final Girl (Optional):** Meet Nadja and complete her request
 - **Reward:** Andre’s Glasses (Accessory, 2.5 RP. Effect: Null Mind Status)

Tunnel Maze:

1. **Poisonous Sewers:** These tunnels are filled with noxious fumes and corrosive liquids dripping from the ceiling. Users must pass a Vitality (6) / Agility (7) to avoid these hazards. Failing this check deals 25% of the User’s maximum HP as Almighty damage.
2. **Gloomy Corridor:** This long corridor resembles a maintenance tunnel with dim, flickering lights. This corridor is 2 meters wide and 23 meters long. As soon as the party enters this corridor, **2x Tower Dead Lobster** and **2x Human Mad Gasser** (Sea of Souls II) appear at the opposite end, and combat starts. The Dead Lobsters spawned in this room ignore negotiation.
3. **Nadja’s Corner:** A small, comfortable room filled with pillows and fuzzy rugs. Nadja, an unusual Shadow, greets the party warmly and immediately requests a weapon to assist in the fight against David. Nadja will not be dissuaded from her request, and will accept any weapon the Users are carrying that can be equipped. This weapon cannot be retrieved by Users until David is defeated. If Nadja is attacked, she will immediately disappear. If the party attends Nadja’s request, she will appear during the fight against David. Giving her a weapon concludes the “Final Girl” optional objective.
4. **Trap Room:** This large, warehouse-like space is filled to capacity with various traps, puzzles and hazards in various states of disrepair. From an overhead TV, the party can see a Jack Frost wearing an ill-fitting mask, seemingly enthusiastically explaining the puzzles despite the volume being too low for it to make any sense. Users must perform a Knowledge (4) / Expression (4) check or lose 1d6 Energy navigating the room.
5. **Chop Shop?** This tunnel has a crack along one of its walls, wide enough to fit a person, that leads into a warm, odd-smelling room inhabited by a friendly Ghoul that offers the party a meal. For 1 RP per User, Users can consume a strange meat stew that grants them the benefits of a short rest. This can only be done once per User. The Ghoul is immune to damage and will refuse to acknowledge it was even hit to begin with.
6. **Underground Graveyard:** This 8x8 room is littered with tombstones and coffins. Users can choose to enter this room immediately, or roll again for another room, being able to return to this room whenever they choose. Entering this room immediately triggers the David fight (next page).

David (Tyrant)

XIII – Death

Level 3
Hit Points 160

Types



Skill Bonus: +2 Courage

Natural Skill: **Terrifier** – Whenever you cast a Status Type spell, all Shadows adjacent to you have a 5TEC% chance to suffer Panicked.

Can be obtained through Fusion after being defeated. If two Death Arcana Personae are fused, you can choose David as the resulting Persona.

STR	MAG	TEC	AGI	VIT	LCK
6	1	5	2	4	4



Drain



Resist



Weak

Rise From Your Grave (P): When combat starts, for each User, David summons one Shadow: Zombie Priest, Will O' Wisp, Mou-Ryo and Army Zombie. David will only summon repeat Shadows if there are more than four Users in combat.

The Blood Curdler: The demonic fiddler plays a haunting melody. All Users suffer -1 TEC, -1 AGI for 3 rounds. This is a Debuff effect.

Ceaseless Rhythm: David's aggressive thrumming seems to invigorate his minions. Other Shadows in combat gain +1 STR, +1 MAG for 3 rounds. This is a Buff effect.

Right Behind You: One User David can see. When casting this spell, David is moved to a position adjacent to the target. On hit: 6d6 (21) Physical damage and the User cannot move from its position until the end of its next turn.

Slasher: Up to three targets within 5 meters. On hit: (15) PSY damage. If any of the targets are Poisoned, they lose 25% of their max HP after damage calculation and lose the Poisoned Status.

A demon from French beliefs. It's said that every Halloween, at midnight sharp, Death summons the dead from their tombs to dance the *Danse Macabre* until the sun rises. The name "David" comes from a popular movie series that's put the demonic fiddler in summer camps, New York, and even outer space.

The Killer and the Final Girl: If Nadja's request was fulfilled, she appears in combat taking the first spot in the initiative queue.

She cannot be target by any spells, attacks or effects, and always declares a basic attack using the weapon given to her.

For this purpose, consider the range of her weapon as 1-10. Nadja does not roll to hit and prioritizes damaging David until he's defeated.



Mou-Ryo

Level 3

Hit Points: 42

Does not respond to negotiation,
cannot be acquired by Fusion

STR	MAG	TEC
1	1	5

AGI	VIT	LCK
6	3	2



Resist

Halloween Lives (P): As long as Mou-Ryo is in combat, all Status effects have a 15% higher chance to be applied.

Dawn of the Dead: All Shadows in combat except Mou-Ryo recover up to 20% of their maximum HP

Will O' Wisp

Level 3

Hit Points: 14

Does not respond to negotiation,
cannot be acquired by Fusion

STR	MAG	TEC
1	5	3

AGI	VIT	LCK
6	1	1



Resist

Paranormal Activities (P): As long as Will O' Wisp is in combat, Analysis spells grant Users incorrect information decided by the Narrator.

Hellraiser: One target within 6 meters. On hit: 5d4 (12) Fire damage and 30% Slowed chance.

Zombie Priest

Level 3

Hit Points: 84

Does not respond to negotiation,
cannot be acquired by Fusion

STR	MAG	TEC
1	3	5

AGI	VIT	LCK
1	6	2



Resist

Saw (P): As long as Zombie Priest is in combat, all spells declared in combat ignore effects that Null or Reflect damage.

The Exorcist: One target Zombie Priest can see loses 30% of its HP as Light damage.

Army Zombie

Level 3

Hit Points: 42

Does not respond to negotiation,
cannot be acquired by Fusion

STR	MAG	TEC
6	1	5

AGI	VIT	LCK
1	3	2



Resist

The Hills Have Eyes (P): As long as Army Zombie is in combat, all Shadows in combat gain a +1d10 bonus to all dodge checks.

The Purge: Up to 3 targets within 5 meters. On hit: 6d4 (14) Physical damage. This bypasses the hit check if the target is under the secondary effect of David's *Right Behind You*.

The rogue's gallery, from left to right, top to bottom:
Mou-Ryo, David, Will O' Wisp, Zombie Priest,
Army Zombie. Self-explanatory, right?

