SEA OF SOULS

SUPPLEMENTARY CONTENT FOR THE GRIMOIRE OF HEART
VOLUME III

Welcome to the Sea of Souls! This document compiles every official add-on released for the Grimoire of Heart from its release starting from the 4.7.0 update (October 2022) and will be updated with more content throughout the year.

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.

Updated 2022-09-29

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 consortium.

- ❖ **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 suits 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

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;
      o **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.
      o **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 succesfully 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)
Spell Points: 7
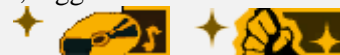
Types

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.
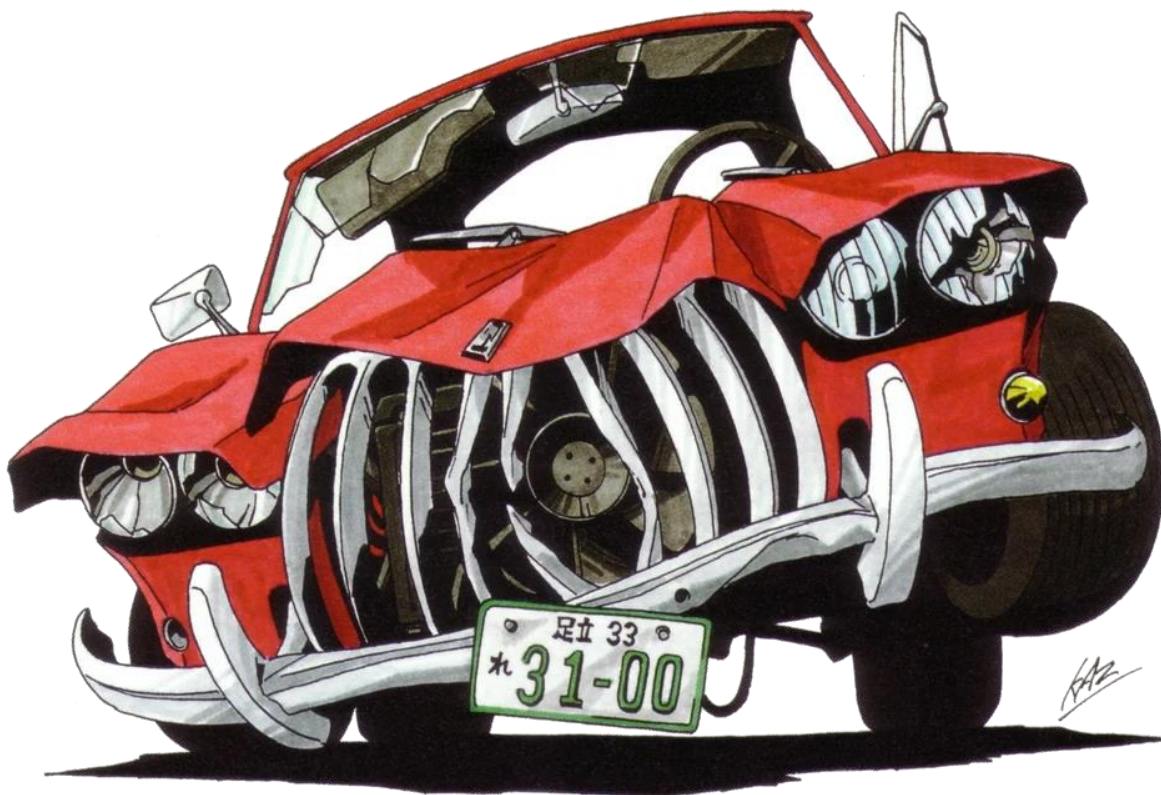
Bounty 08 – Reverie of the Radiant Blades

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

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 Strenght (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);
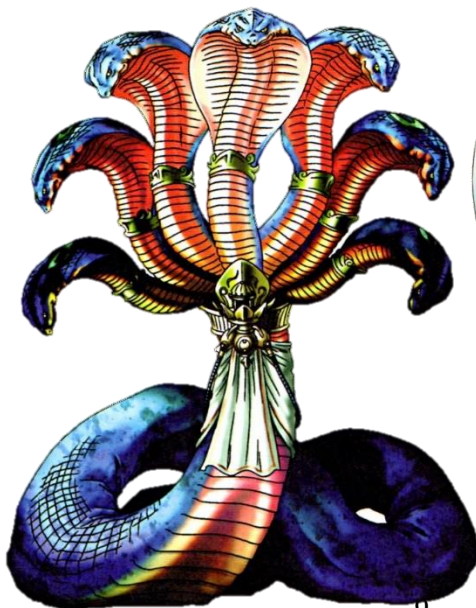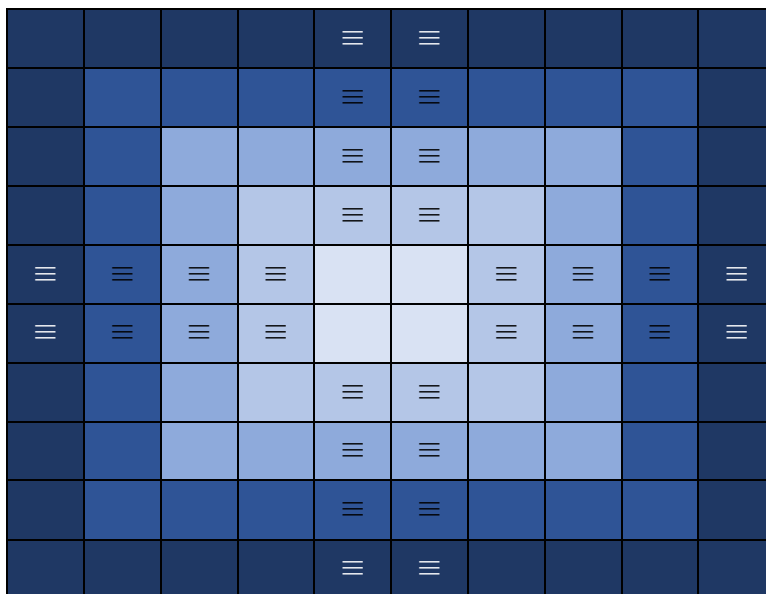
Bounty 16 – Lightning Action! Showdown of the Evil Fairy!

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.
  - o **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.
  - o **Reward:** *Mint-Flavored Proteins* (allows Users to fuse Jacked Frost);
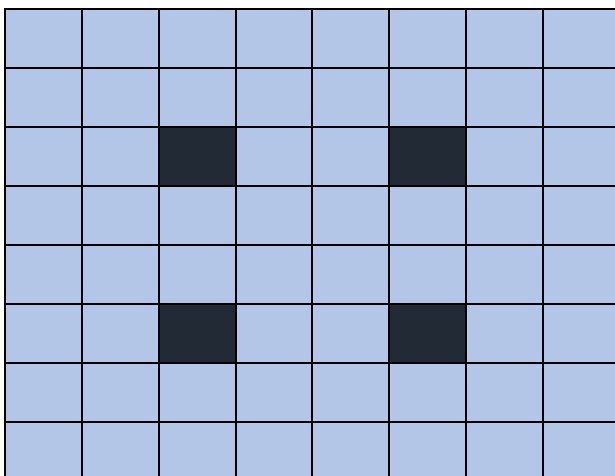
Jacked Frost

XI – Strength

Level 8	**Types**
Hit Points: 450	
Spell Points: 9	

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.

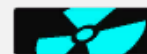| STR	MAG	TEC	AGI	VIT	LCK
8	1	5	4	10	2

| 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

11
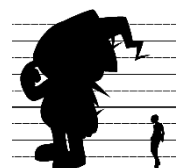
Bounty 11 – Envoys of Beauty

Recommended Level: 12

"Darlings! Your favorite indie artist is busy and needs your capable, soft 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 Mitsuhira:** 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);
- ❖ **Second (Optional):** Do not fail any of the required checks.
  - ○ **Reward:** 2x Enchanting Allure (Status, Tier III, Core Page 131) Spell Card;

Bounty # – Request Template

Recommended Level:

"Bounty description"

Requester:

Request Description:

Objectives:
- ❖ **First (Required):** Description
  - ○ **Reward:** Reward;
- ❖ **Second (Optional):** Not every Request needs Optional objectives.
  - ○ **Reward:** Reward;

Notes and Extras: