



SEA OF SOULS

SUPPLEMENTARY CONTENT FOR
THE GRIMOIRE OF HEART

VOLUME VI



The Index for this document can be found at the end.

Huge thank-you to our *Tyrant* Patrons:
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Amaterasu
ChazGhost, Sinister Demonologist
Digital dEvil (designer)
Insanity

Welcome to the Sea of Souls! This document compiles the third 2023 batch of official add-ons released for the [Grimoire of Heart](#) starting from the 4.8.9 update.

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

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

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

Updated 2023-12-15

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.

User Class – Maken’s Host

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

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

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

❖ **The Demon Sword:** The Maken itself is a small, shapeless creature with a single golden eye. It is able to produce thin tentacles to help attach itself to its hosts and produce a “shell” to keep itself safe. Aesthetically, your Maken is hosted primarily on your equipped weapon, creating a characteristic armored or scaled appearance around it and granting you golden eyes.

- All basic attacks you declare gain +2 maximum range.
- As long as you have a weapon equipped, you’re considered to have the associated *Mastery* Feat of that weapon class, if you don’t already have it. Having a *Mastery* Feat through this effect does **not** make you eligible to acquire a Feat that requires it, such as Cavalier Parry.

❖ **Brain Jack:** The Maken’s influence on the brain and the *Image* can temporarily affect other creatures and use their memories and abilities for their host.

- As a default action, you can declare a basic attack, using an ally’s position and equipped weapon instead of yours to calculate range and damage. This feature can target allies in Death’s Door. You can choose to use your Combat Skills, Buffs, Feats and Conditions for this attack, or the target ally’s. This feature does not trigger the temporary Feat granted by *The Demon Sword*.

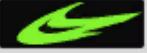
❖ **Conqueror of Image:** Although Shadows do not possess minds as natural beings do, they’re still born of *Image*, which a Maken can proficiently manipulate.

- Once per combat, when you defeat a Shadow, you gain one spell of one of the Shadow’s Types. That spell’s Tier is based on the Shadow’s Level (Core, Page 163).
- Any number of times per combat, when a Shadow is defeated, you can spend 1 Aspect Point to trigger Brain Jack as an Interrupt action.
 - When you declare a basic attack, including by the effects of Brain Jack, you can spend the use of one Damage Type spell in your deck: Change the damage of your basic attack to the damage of that spell.



Spells

The spells listed below can be learned by any Users possessing the adequate Types.

Name	Categories	Reach	Effect	Description
Jade-Claimed Flower [Tier II] 	Quick, Buff, Wind (A)	Caster	<p>When you cast this spell, target up to two Users you can see, and choose one Type off each of those Users. According to the Types chosen, apply the following effects to yourself. These effects are combined into one Buff effect.</p> <ul style="list-style-type: none"> ❖ Fire: You gain +1 STR, +1 MAG ❖ Ice: Critical Margin +1 ❖ Wind: This effect can stack with other Buff effects ❖ Thunder: If you defeat a target this turn, recover 1 Energy 	You call upon the elemental power of your allies to create a four-pointed lotus of energy that floats behind you, shimmering in the color of your chosen Types.
Thorny Benevolence [Tier II] 	Quick, Status Buff, PSY (A)	One target you can see under a Status effect	<p>Remove any number of Status effects active on the target, and Choose one of the following:</p> <ul style="list-style-type: none"> ❖ Choose a Buff effect active on you: Apply this effect to the target until the end of their next turn. ❖ Choose a Buff effect active on the target: Apply this effect to yourself until the end of your turn. 	An array of energy strands lashes out towards the target, wrapping around them for a moment before returning to the caster.
Raincutter [Tier III] 	Mono, Ice, Water, Imbue (A)	One target within 5 meters	<p>On hit: MAGd10 Ice damage. Imbue: Target gains +4 DR until the end of the caster's turn. Each time the target takes damage, decrease this bonus by 1. When this effect is removed, restore the target's HP by PLv*X, where X is the amount of times the target took damage while under the effects of this Imbue.</p>	You create an array of water swords that slice the target then move to your Imbue target, floating around them and parrying attacks to protect them.
Illusory Heart [Tier III] 	Auto, Unique, Buff (P)	Caster	<p>You cannot benefit from Buff effects. Whenever you receive a Buff effect, as an Interrupt action, you can spend 2X Energy to apply that Buff effect to X targets you can see.</p>	Your eyes carry a gentle green glow. When you share a Buff effect, you create a brief spectral sanctuary around the party.
Aurous Blaze [Tier III] 	Quick, Nuclear, Buildup (H)	Caster	<p>The next time you deal Nuclear damage this turn, choose one target that took damage and apply the following Condition to them: Nuclear Affinity -1 (min. Neutral), and every time this unit takes damage, you can use your Interrupt action to gain 1 Buildup counter. If this unit is slain, you can use your Interrupt action and spend 2 Energy to move this Condition to another target within 6 meters.</p>	You fire a glowing flare that circles the target, firing off sparks to amplify incoming damage.

Leonine Bite
[Tier III]



Area,
Earth, Fire
(H)

An area
around the
caster

Time:
Default

Duration: Held

Spend **X Energy** (minimum 1) and create an area X meters around you that deals **STRd8** Fire damage to any number of targets on hit. At the end of each of your turns after you cast this spell, if you cast a Fire Type spell that turn, any number of units within the area created by this spell take **STR** Fire damage, no dodge check.

If you didn't cast a Fire Type spell during your turn, this spell's effect ends.

You strike the ground with both hands, bringing forth a fiery storm from the depths of the earth.

Stellaris
Phantasm
[Tier V]



Mono, Ice (A)

One
target
within 8
meters

Time: Default

Duration:
Instant

On hit: **MAGd12+MAG** Ice damage and apply the following effect to the target as a

Condition: Until the end of your next turn, every time this unit takes Ice damage, deal **half** of the rolled damage to any number of units within 2 meters of the original target. This rolls for dodge using the same hit dice as the original damage.

A globe of ice surrounds the target, shattering whenever they take damage and creating razor-sharp shards.

Dominus
Lapidis
[Tier V]



Zenith, Quick
(A)

Zenith

Time: Quick

Duration:
Instant

Any number of targets within range of your Zenith take **2MAG** Light damage, no dodge. You can cast this spell as a **Default** action. If you do, before applying damage, **Bless:** Shadows in range of your Zenith cannot benefit from Buff effects.

Your Zenith projects a golden fractal mesh that covers enemies and burns into them, stripping them of any enhancements.

Clouds Hide
the Bird's
Call
[Tier V]



Weather (A)

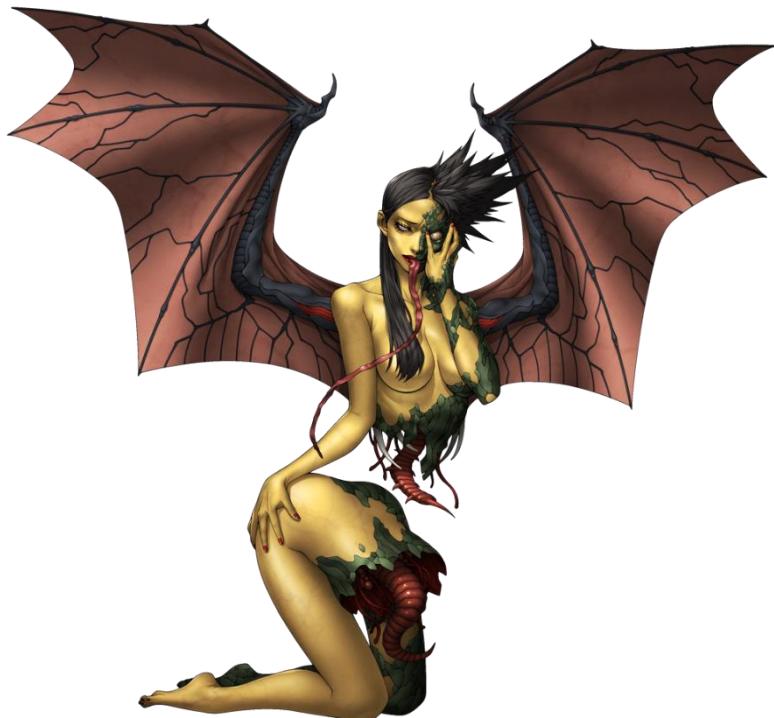
Caster

Time: Default

Duration:
Until the
end of
combat

Spend 4 **Forecast** Counters. Deals **MAG** Thunder damage to any number of targets you can see, no dodge check, then apply **Weather (Free)**: Spend 1 **Energy** to trigger this Weather. After you cast a Fire, Ice, Wind, Thunder, Nuclear or PSY spell that deals damage, you can trigger this Weather to deal **MAG+X** damage of that Type to any number of targets you can see, where X is the number of times this Weather has been triggered during this combat, no dodge check.

A vortex of whipping winds and thin clouds emerge, carrying the energy of other spells with it to strike any enemies within.



Gun Spells



Gun spells deal Gun damage but are considered Physical Type spells. Gun interactions are listed separately from Physical in the bestiary, but effects that grant a resistance against Physical spells also affect Gun spells unless specified otherwise.

Spells in this section may apply or require the *Warded* Condition. This condition is applied by the spells *Vector Shield* and *Vector Split* and, as a Condition, cannot be removed by conventional means and can only be removed when combat ends, the User enters Death's Door, or the duration of the spell expires. Any application of Warded can only last up to three rounds. Effects preceded by **Warded:** can only be activated if the caster is under the effects of Warded.

Tier I

Name	Categories	Reach	Effect	Description
Vector Shield	Buff, Ward, Physical (A)	Caster	You gain the Warded Condition while under the effect of this spell. Choose: Fortify <Physical & Elements> +4 or +1 AGI	Your Persona projects a shield made from interlocked translucent bands that wrap around your body.
	Time: Default	Duration: 3 rounds	Both are Buff effects that last for 3 rounds.	
Vector Split	Buff, Ward, Physical (A)	One ally you can see	Can only be cast if you are under the effects of Vector Shield . Decrease the remaining duration of Vector Shield on yourself by 1 round, then apply the effects of <i>Vector Shield</i> to the target for the same duration as yours.	Your shield flickers and dims, and a second shield emerges around the target.
	Time: Quick	Duration: Effect	This applies both Warded and one of the Buff effects to the target.	
Detached Emplacement	Ward, Physical (P)	Caster	Whenever you cast a Gun Category spell, you can consider your position, to determine the range of that spell, as the position of any Warded ally you can see.	Whenever you cast a spell under this effect, a mechanical construct hovers around the chosen ally, producing the spell effects your Persona would normally.
Aimed Shot	Mono, Gun, Ward, Physical (A)	1 target within 6 meters	On hit: STRd8 Gun damage. Warded: This spell gains +1 TEC to calculate hit and +1 STR to roll damage. These are not Buff effects.	You prepare a charged shot aimed towards the target's weak points.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Hallelujah, Lock and Load	Mono, Gun, Physical (A)	1 target within 4 meters	On hit: STRd12 Gun damage. +1 Critical Margin.	Your Persona fires a projectile towards a massive bell projected over the arena. Once struck, the bell rings and bullets rain down from it onto the target.
	Time: Default	Duration: Instant	If you spent Energy to cast this spell by reusing a spent use: +1 HDC.	
Trigger Happy	Repress, Physical (P)	Caster	When you cast a Physical Type spell, you can choose to Repress it, and choose one target of that spell: Physical or Gun Affinity -1 (min. Neutral, your choice). This also affects Defense effects such as Tetrakarn.	Your Physical and Gun spells are infused with a glowing trail of energy that can melt through armor.
	Time: Automatic	Duration: Passive		
Anti- Personnel “Typhon” Drone	Gun, Area, Physical (A)	Caster	Warded: At the end of your turn, you can choose to deal STR Gun damage to any number of units adjacent to you, no dodge check. This effect ends when the Warded Condition on you ends.	A series of floating drones zips around you, firing concentrated laser blasts at nearby enemies.
	Time: Default	Duration: Up to 3 rounds		

Tier III

Name	Categories	Reach	Effect	Description
Triple Down	Multi, Gun, Physical (A)	Up to 3 targets within 7 meters	On hit: STRd10 Gun damage. You can choose the same target up to two times. If you do, the second instance of this attack deals half damage.	Your Persona delivers a flurry of bullets from all angles.
	Time: Default	Duration: Instant		
BFS-9000	Line, Gun, Ward, Move, Physical (A)	Any number of targets between you and a point within 4 meters.	On hit: STRd10 Gun damage. Warded: If this spell slays a target, you can use a Free action to move to the position of the target, and increase the duration of Warded on yourself by 1 round (max. 3).	A giant sphere of crackling green energy slowly flies forward and explodes with massive energy, turning everything in its path to dust.
	Time: Default	Duration: Instant		
Deterrence Bullet	Mono, Gun, Ward, Repress, Physical (A)	One target within 6 meters	On hit: STRd12 Gun damage. Warded: For the duration of the Warded condition on you, whenever a unit within 6 meters of you declares an attack, you can spend your Interrupt action to apply a -1 HDC to that attack, then you can Repress the use of any Physical spell in your deck: You can apply this effect once again this round against a different target.	After an initial burst of bullets, you are orbited by a spectral weapon that fires grazing shots at targets for the spell's secondary effect.
	Time: Default	Duration: Instant		



Tier V

Name	Categories	Reach	Effect	Description
Justice Shot	Mono, Gun, Ward, Physical (A)	One target within 5 meters	<p>On hit: STRd12 Gun damage.</p> <p>Warded: If damage dealt by this spell reduces the target's HP to 50% or less, you can Repress and remove the Warded condition on yourself:</p> <p>This spell reduces the target's HP to 25%. This effect cannot be activated against targets with Hetelic Resistances.</p>	<p>Your Persona materializes a guillotine blade over the target and brings it down by shooting the rope holding it up. The blade crashes down, slicing through the target.</p>
	Time: Default	Duration: Instant		
Sinful Shell	Mono, Gun, Heal, Physical (A)	One target within 6 meters	<p>On hit: STRd12 + X*STR, where X is the number of Status, Buff and Debuff effects active on you.</p> <p>After casting this spell, you can choose to remove any number of Status or Debuff effects active on you as a Free action.</p>	<p>You leap towards the target, with your Persona shadowing your movements. You deliver a single shot to the target, powerful enough to send yourself flying back to your starting position.</p>
	Time: Default	Duration: Instant		
Plasma Smasher	Mono, Gun, Curse, Physical (A)	One target within 5 meters	<p>On hit: STRd12+STR Gun damage. Warded: Apply the following</p> <p>Curse: Every time this unit takes Gun type damage, add one Wildfire Counter to this target: When Warded is removed from the caster, this target takes X/2 (Caster's) STR Gun damage, where X is the number of Wildfire Counters on this target, then remove all Wildfire Counters on this target.</p> <p><i>(This overrides the default Curse duration and triggering condition)</i></p>	<p>You fire an explosive device that attaches itself to the target. With each bullet the target is hit with, the device glows brighter and clicks louder, until it explodes into a magnificent display of violence.</p>
	Time: Default	Duration: Instant		



Bloom Spells



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

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

Tier I

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



Tier II

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



Tier III

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



Tier V

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

Weather Spells



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

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

Tier I

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



Tier II

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



Tier III

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



Tier V

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



Feats

Name	Effect	Req.	Additional
Battlements of the Palace	The effects applied by <i>Vector Shield</i> and <i>Vector Split</i> you cast now stack with other Buff effects. Increase the range of all Gun Category spells you cast by 1 meter.	Can only be activated if your active Persona possesses the Physical Type	Can only be chosen once.
Their Garden, in Full Bloom	When you deal a Critical hit while casting a Wind Type spell without the Pollen Category, you can spend X Energy to place Pollen on the spaces of up to X targets who took damage from that spell.	Can only be activated if your active Persona possesses the Wind Type	Can only be chosen once.
Weather Observatory's Breakthrough	When you cast a spell that applies Weather, you can spend one more Forecast counter than stated to decrease the Energy cost of that spell by 1 (minimum 1). If you did not spend Energy to cast that spell, recover 1 Energy instead.	Can only be activated if your active Persona possesses the Thunder Type	Can only be chosen once.
Inviolable Beauty	Basic attacks you declare as Interrupt actions, such as by the effect of <i>Polearm Mastery</i> or Counter Category spells, can roll for Critical hits without spending Luck charges.		Can only be chosen once.
No More What-ifs	When performing Fusion, you can choose one Type interaction the resulting Persona would have other than <i>Weak</i> and decrease it by one 'step' (Min. <i>Weak</i>) to grant that Persona double the usual amount of SP for inheriting spells from its source Personae.	Uninvited Class	Can only be chosen once.
Entwined Image	Every time you spend a Time block with a Confidant, you recover up to 1d4 Energy and the use of one non-Repressed spell in your deck.	Maken's Host Class	Can only be chosen once.
Burial Rites	When you kill a target using a Death Category Dark Type spell, you can recover Energy equal to that spell's Tier – 1. This can be activated a number of times per combat equal to your Expression Tier	Can only be activated if your active Persona possesses the Dark Type	Can only be chosen once.
Ritualist's Feast	When a target takes damage from a Curse you applied with a Tier III or lower spell, you can spend your Interrupt action to recover HP equal to your PLv., multiplied by that spell's Tier.	Can only be activated if your active Persona possesses the Dark Type	Can only be chosen once.

Assignment: The Mysterious Train Station

Recommended Level: 1

Time Limit: 3 days

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

画像ファイル名: [1685101935429.png](#)-(176335 B)



無題 Name **Hasumi** 23/05(金)17:52:15 [No.226278](#) そうだねx5 6月30日頃消えます

Where the hell am I?? The train just kept going and not stopping at any stations, everyone seems asleep and I can't get the conductor to talk to me. We stopped at this weird small town train station called Kisaragi-eki, but I've never heard of a place called Kisaragi in my life.

Everything is so quiet, I don't think even the employees of the train station are around... Should I leave the train? It's been stopped at the station for a while now.

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

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

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

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

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

Scene I: The Train

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

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

6 無題 Name Hasumi 23/05 (金) 18:51:47 [No.226380](#) +

I had to leave the train, it was freaking me out. I found a phone booth at the station and tried to call the cops but they thought it was a prank call... My parents have no idea where Kisaragi is either, so they can't even come get me. It's so dark all of a sudden, and I still haven't found my way out of this stupid station. I might need to walk along the rail tracks.

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

- ❖ *Power Bank*: A portable battery carried by one of the asleep passengers. This is considered a Miscellaneous item that will come into play starting with Scene II. This does not require a check to be found, and only requires that the players look through the belongings of any passenger.
- ❖ *Crowbar*: An emergency tool hidden under one of the seats. It's considered a melee weapon with the same stats as the Baseball Bat (Core, Page 78). The compartment that houses the Crowbar is hidden and requires a *Knowledge (2)* check to be located. It's unlocked. Other emergency toolboxes are empty.

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

Combat I

- ❖ 2x Cu Sith (Core, Page 166); 2x Moh Shuvuu (Core, Page 169)
- ❖ Spaces marked with S are where the Users are positioned when combat starts, while spaces colored in black represent obstacles that cannot be moved through.

				S	S	S		
				S	S	S		

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



Scene II: Kisaragi-eki (Kisaragi Train Station)

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

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

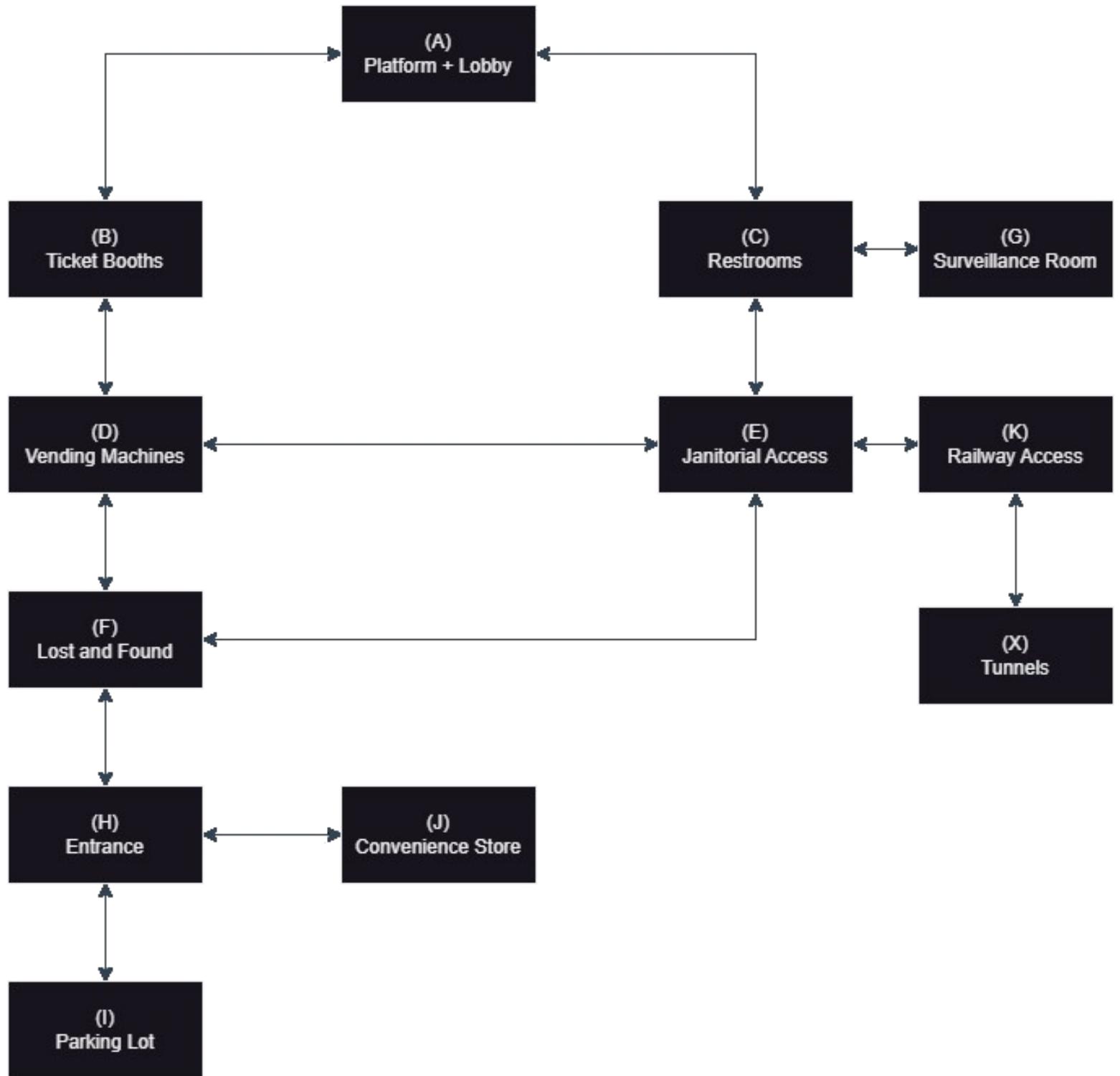
At first, Kisaragi-eki looks like a standard train station, although surrounded by a town you've never been to. The boarding platform has two escalators, powered off, that lead the party into the station proper, a place that extends far beyond what logic would allow. At this point, the crushing darkness of the station becomes a problem: The batteries on all light-producing devices the Users are carrying will quickly deplete, leaving them stranded in the dark. This can only be circumvented by Aspects or if the party acquired the *Power Bank* during the previous Scene.

The party starts at the Lobby (A) and has the option to travel down the corridors to the Ticket Booth (B) or the Restrooms (C). If the party does not have a light source, every time they travel to a room they haven't been to, they must roll a *Vitality (4)* check. On failing, they lose 1 Energy each, though this cannot lower their energy below zero.

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

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

Kisaragi-eki Layout





❖ A – Lobby and Platform

- “A standard train boarding platform, although the complete darkness feels unfamiliar in this setting. A series of derailed cars litters the tunnels from all sides, and an oppressive silence surrounds you. A set of escalators leads you underground into a wide, slightly outdated lobby that was seemingly designed to allow heavy foot traffic to and from the trains. You see two corridors, one leading west, and the other leading east.
- Where Users start exploring the station. There’s nothing of note in this wide area, and Users will be required to jump over the ticket gates to progress further. This area is connected to the Ticket Booths (B) through the west and the Restrooms (C) east.

❖ B – Ticket Booths

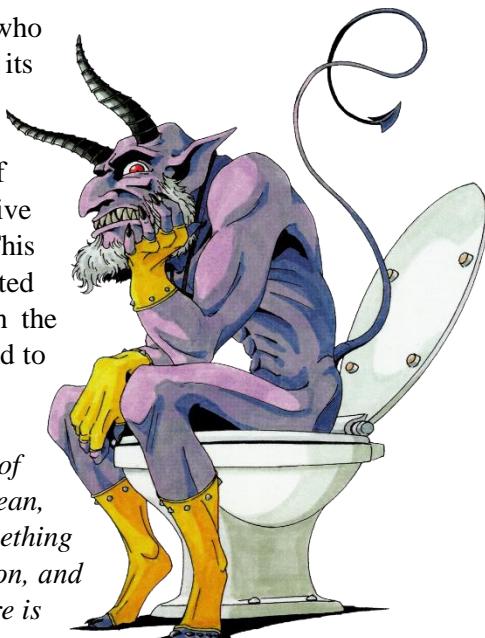
- “The winding corridors suddenly make way for a wider room, dimly illuminated by flickering ticket machines. A series of human-operated booths lay at the far end of the room, but they seem shuttered and closed. From here, you can move east, or proceed south.”
- The ticket booths in this area requires Users to scan their IDs to function. However, instead of dispensing a ticket, the booth will display the User’s name and the following message: “FINAL DEPARTURE: SWITCHYARD”. If Users happen to have the ID of a non-User in their possession, it will instead display a random location and a date in the future. This area is connected to the Lobby (A) through the east, and the Vending Machines (D) through the south.

❖ C – Restrooms

- “As you wander through the corridors, you come across two doors with characteristic bathroom signage on one side, and a plain white, firmly locked door labeled “AUTHORIZED PERSONNEL ONLY” on the other side. There is an exit to the west, but no other corridors besides that.
- Once inside the bathroom, you find the bathrooms to be in pristine condition, well-lit and cleaned to a mirror sheen. A door sits at the far end of the bathroom with a small sign that reads “Janitorial Access”, and it seems to be unlocked. After a few seconds in the bathroom, you hear a loud thud coming from the farthest stall from the entrance.
- The loud noise only happens in the first bathroom the party chooses to enter. Investigating the stall reveals it’s locked, and trying to open it will cause an irate voice to berate the Users. The stall is inhabited by a *Belphegor*, a powerful Shadow who seems unwilling to engage with the Users or open the door to its stall. Users must pass an *Empathy* (2) check to convince Belphegor to talk to the party, upon which it will reveal that its only request is a can of “Dr. Salt”, a carbonated beverage none of the Users have ever heard of before, and that he will, in turn, give them the keys to the Surveillance Room near the restrooms. This objective is optional, but highly encouraged. This area is connected to the Janitorial Access (E) through a south-pointing door in the bathrooms, a corridor to the west that leads to the Lobby (A) and to the Surveillance Room (G) to the east.

❖ D – Vending Machines

- “You enter a wide, drafty room with a few benches and a series of vending machines. Most of the machines have been picked clean, although one of the machines is lined with bright red cans of something called ‘Dr. Salt’. Oddly enough, the machines are all powered on, and entering this area feels you with the slightest bit of comfort. There is





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

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

❖ **E – Janitorial Access**

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

❖ **F – Lost and Found**

- *You come across a small room with a counter lined with glass panes. Behind the counter, there’s a line of hangers and boxes, seemingly full of objects lost by past passengers. As you approach the counter, a small creature leaps from under the counter and onto it, beaming a friendly smile at the party. ‘Hee-hi! How may I help you today?’”*
- The creature at the counter is a friendly Jack Frost wearing a train conductor cap. It’s not aggressive at first, but will fight normally if attacked. If Users converse with it, however, they can collectively ask for one of the following items from the lost and found:
 - “*Weapon*”: Grants the party one Decorative Naginata (Polearm, STRd4 damage, 1-2 reach, +1 AGI, 2 RP. Core, page 78);
 - “*Clothing*”: Grants the party one Camouflage Shirt (Armor, 2 DR, +2 to dodge rolls, 2 RP. Core, page 82);
 - “*Medicine*”: Grants the party one Revivadrin (Consumable, Revives one ally on Death’s Door with 50% HP, 1.25 RP. Core, page 85);
 - “*Trinket*”: Grants the party one Artic Blanket (Accessory, Fortify Ice 3, 1 RP, Core page 84);
- The party can only get one item this way, unless a User succeeds on a *Charm (3)* skill check. If they do, they can choose a second, different item from the list. This can only be done once per campaign.
- This area is connected to the Janitorial Access (E) and the Entrance (H)





❖ G – Surveillance Room

- “*You enter a cramped, uncomfortably warm room that smells vaguely of coffee. There's barely room for the party, as the room was clearly designed for one or two people at most. A large leather chair rests in front of a large surveillance system, lined with old greenish monitors that seem to cover about every spot of the station. Looking through the room, you find a portable device with a tag that reads “CCTV AND SECURITY OVERRIDE” that can flip through the camera feed. A light on the bottom of this device, labeled ‘BATT’, is slowly blinking red.*”
- The surveillance room is mostly featureless, save for the CCTV system, the chair, the handheld device, and a few empty coffee mugs. From here, Users can see all other labeled rooms in the map and a rough idea of the connections between the rooms. It will also display where Ippon-Datara currently is, if he was spawned by the Users entering the Janitorial Access.
- The Security Device has a total of 3 charges. When activated in any area besides the Railway Access, it will show Users where Ippon-Datara currently is, and the room it will head into next. If Ippon-Datara has not appeared yet, it will instead show the camera feed of the entrance (H). In the Railway Access, the Security Device will override the access panel and allow Users direct access to the Tunnels (X), instead of its usual effect. Activating either of these features spends 1 charge, and using the Power Bank, assuming the Users obtained it, will give it one extra charge, although this can only be done once. When using the device’s last charge, it’ll always show the camera feed for the Parking Lot (I), where Users can see one car that seems to have its headlights on, but little else.
 - If the Security Device runs out of charges, it blacks out and becomes useless. It cannot be restored outside of the extra charge granted by the Power Bank.
- Once Users access the Surveillance Room, the Narrator can allow them to return to the Universe, using the Surveillance Room as a re-entry point. Not allowing this will raise the difficulty of the dungeon considerably, but is left to the Narrator’s discretion.
- This area is connected to the Restrooms (C).

❖ H – Entrance

- “*You come across the entrance doors to the station. The doors are open and the wind is cold and unsettling. The town seems to be completely still, and not a noise can be heard from outside. You can see the parking lot across the doors, and a convenience store shines stark against the gloomy dark around it.*”
- The entrance is mostly featureless, serving primarily as the entry point for Ippon-Datara.
- This area is connected to the Parking Lot (I) and Convenience Store (J)

❖ I – Parking Lot

- “*The wind is biting, the type of weather that makes you reconsider even being outside in the first place. There are a few cars parked, and a particular dull green sedan rests at the far end of the lot, with headlights on, pointing at nothing in particular.*”
- The parking lot is initially empty, and most cars are unlocked, and empty. Even if the Users somehow manage to start the cars, they are out of gas and will not move. The green car, however, is locked. Users can opt to break the glass, which will immediately trigger the car’s alarm, or pass a *Magic (4) / Agility (5)* check to unlock one of the doors and bypass the alarm before it triggers.
- Triggering the alarm will immediately start combat, as explained on the next page.
- This area is connected to the Entrance (H).
- Once combat ends, or the car is accessed silently, Users find a *Security Badge*;

Combat II

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

		S	S	S
(User)		S		
		S	S	S
			(User)	
			(User)	
				(User)

❖ J – Convenience Store

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





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

❖ **K – Railway Access**

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

❖ **X – Tunnels**

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

Ippon-Datara

Guardian of Kisaragi, Ippon-Datara

IX – Hermit

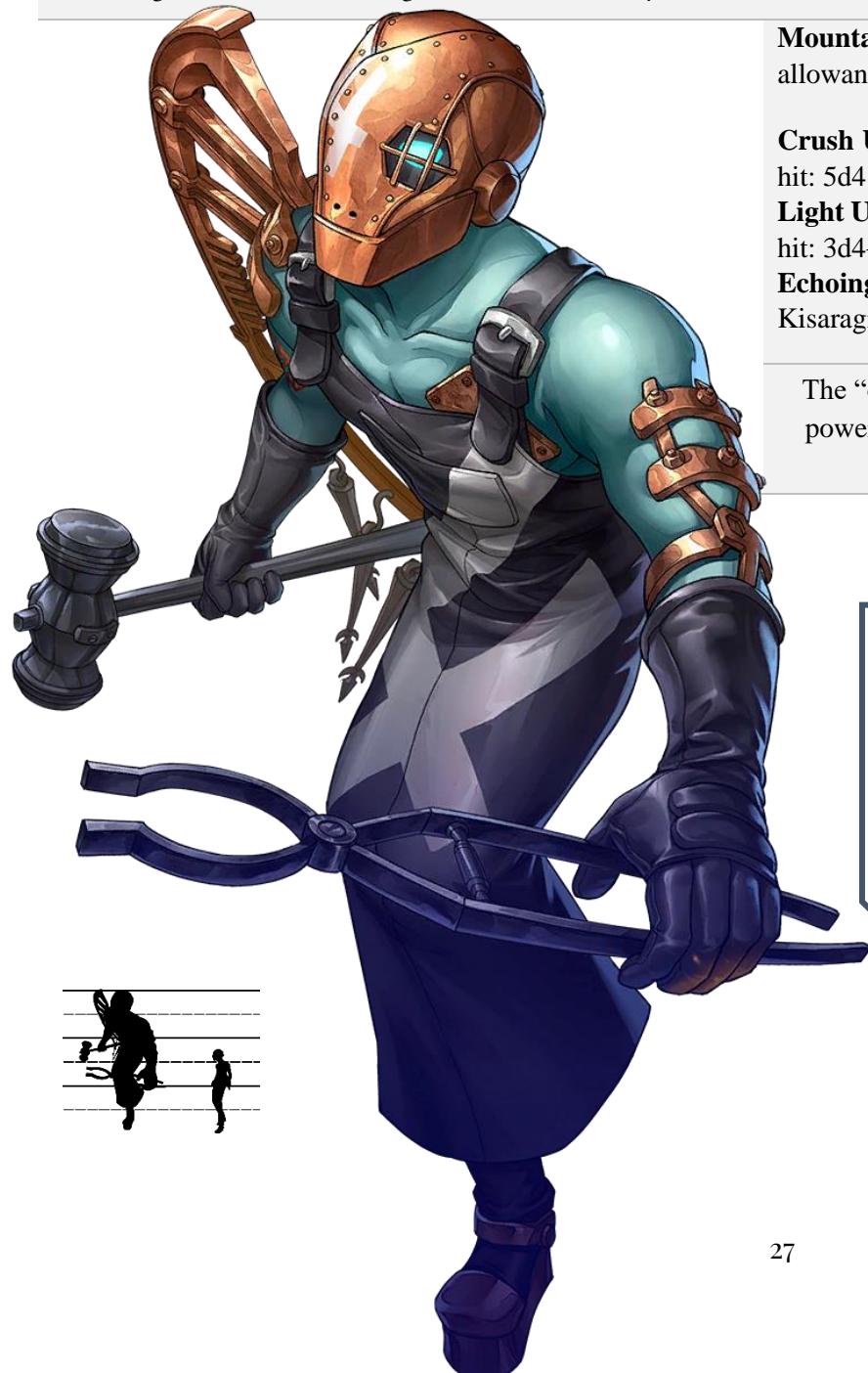
Level 3
Hit Points: 100



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

Has access to Hetelic Resistances.

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



Mountain Wanderer (P): Ippon-Datara's movement allowance is treated as $4 \times AGI$ (12)

Crush Underfoot: One target within 3 meters. HDC +1. On hit: $5d4$ (12) Physical damage.

Light Up the Forge: One target within 3 meters. HDC +1. On hit: $3d4+3$ (10) Fire damage

Echoing Roar: All units in combat except Guardian of Kisaragi, Ippon-Datara. $20+5TEC$ (40%) Panicked chance.

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

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

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

Scene III: Terminal Switchyard ~Mountain Temple~

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

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

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

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

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

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

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

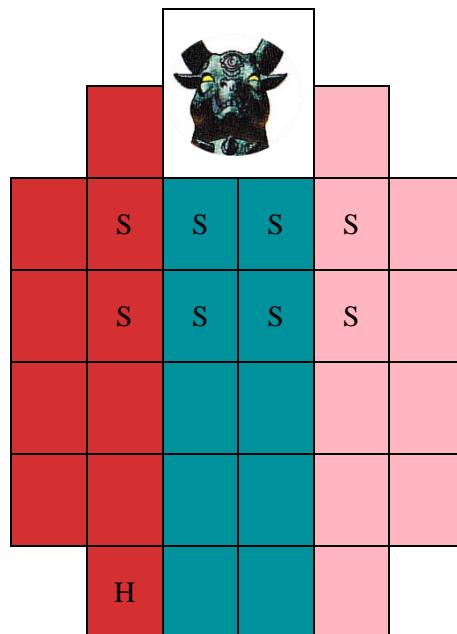
'MISBEGOTTEN! CHILDREN OF FAMINE! HEAR MOLOCH! AT LAST, THOU SHALL GORGE ON THE LIVING! MAY THE FEAST BEGIN!!' Its voice is fierce, metallic and deafening, driving the demonic birds into a frenzy. Suddenly, you hear a scream: A woman thrashes against the Itsumade, held aloft by a handful of the creatures,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

No way around it, brace for combat.



Combat III

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



Hungering Pyre, Moloch (Tyrant)

XII – Hanged Man

Level 3
Hit Points 252



Skill Bonus: +1 STR

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

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

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

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

Charred Carriage: All units in Rails I, II or III. HDC +1. On hit: X*STR Fire damage, where X is the number of Users under the effect of Aflame. After casting this spell, all Aflame Users take 4d4 (10) Fire damage and are moved to the far edge of the arena.

"Moloch extends its arms and roars as the burning specter of a steam engine careens through the arena, consuming all in its path. The energy released by this attack also pushes the trapped Users away, towards the far end of the switchyard."

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

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

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

Beckon Forth: All units in Rails I, II or III (Narrator's choice) are moved 1d6 spaces towards Moloch.

"Moloch roars, and a supernatural force emanates from the twisted rails, pulling you inexorably towards the monster."

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







Epilogue

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

If Hasumi perished during the fight:

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

If Hasumi survived the Moloch combat:

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

Regardless of the above:

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

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

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

Rewards

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



Weapons

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

Shadows

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



Bit Ball

Level 2
Hit Points 28

Human (Machine)

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



Resist



Weak

Simple Creature (P): Does not respond to negotiation. Cannot be affected by Mind Status effects.

Call Reinforcements: Bit Ball summons another Bit Ball into combat, directly after the caster in the initiative queue. This spell can only be used by one Bit Ball per round. Bit Balls summoned by this effect do not grant Experience Points.

Jolt: One target within 4 meters. On hit: 3d4 (7) Thunder damage. If this attack misses, Bit Ball jolts itself for 5 Thunder damage.

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

Hooligan

Level 2
Hit Points 56

Human

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



Resist



Weak

Mob Mentality (P): When a Hooligan spawns into combat, summon another 1d4 Hooligans into combat. These summoned Hooligans reward 50 Experience Points each. This is only done for the first Hooligan spawned into combat.

Bottle Throw: One target within 3 meters. On hit: 4d4 (10) Physical damage and 5TEC% (20%) Poisoned chance.

Drunk Shot: One target within 5 meters. On hit: 4d4 (10) Physical damage. If this attack misses, the bullet ricochets and deals 2d4 (5) damage to a different User within 5 meters of Hooligan, no dodge check.

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

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



B.S. Reconstruction Soldier “Vulcan”

Human

Level 4
Hit Points 90



Resist



Resist



Weak

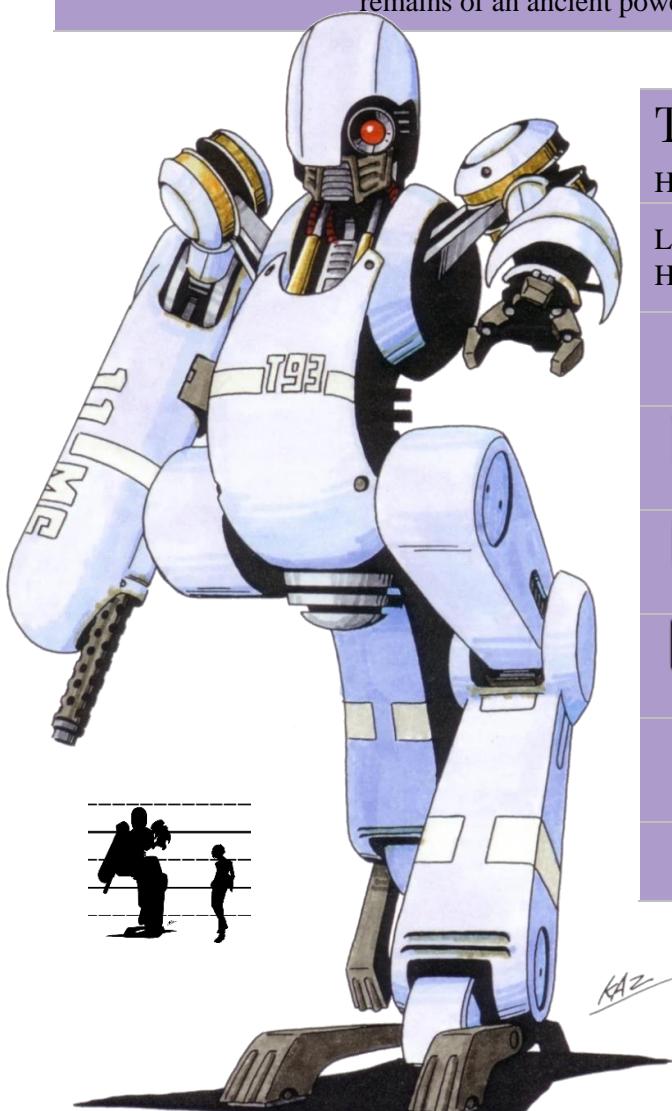
STR	MAG	TEC	AGI	VIT	LCK
8	1	5	2	5	2

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

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

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

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



Type 9x Infantry – T93G

Human (Machine)

Level 4
Hit Points 36



Resist



Resist



Resist



Weak

Self-Destruct (P): When T39G's HP reaches 0, it declares the following as an Interrupt action: Heal it to 1 HP, and it can then move up to 4 spaces in any direction and self-destruct, dealing 4d4+10 (24) Nuclear damage to all units adjacent to it, no dodge check. After this action, T39G is slain automatically.

Ram Protocol: One target within 7 meters. When casting this spell, T39G is moved to a space adjacent to the target. On hit: 4d6 (14) Fire damage, plus 1 damage for each space between T39G's original position and its position after casting this spell.

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

Killer Duck

VII – Chariot

Level 6

Hit Points: 110

Spell Card: Sexy Dance (T2 Status)

Skill Bonus: +1 TEC, +1 VIT

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

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



Resist



Weak

Dispositions:
Insane



Types



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

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

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

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

Zombie Mouse

XII – Hanged Man

Level 7

Hit Points 154

Spell Card: Ha Sukunda (T2 Debuff)

Skill Bonus: +1 TEC, +1 LCK

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

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



Resist



Resist

Dispositions:



Types



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

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

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

Erlkonig

Level 13

Hit Points 240

XVI – Tower

Spell Card: *In Mourning, Purple Hyacinth* (T3 Bloom)

Types



Dispositions:

Noble, Insane



Skill Bonus: +2 MAG, +2 VIT

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

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



Null



Null



Null



Resist



Weak

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

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

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

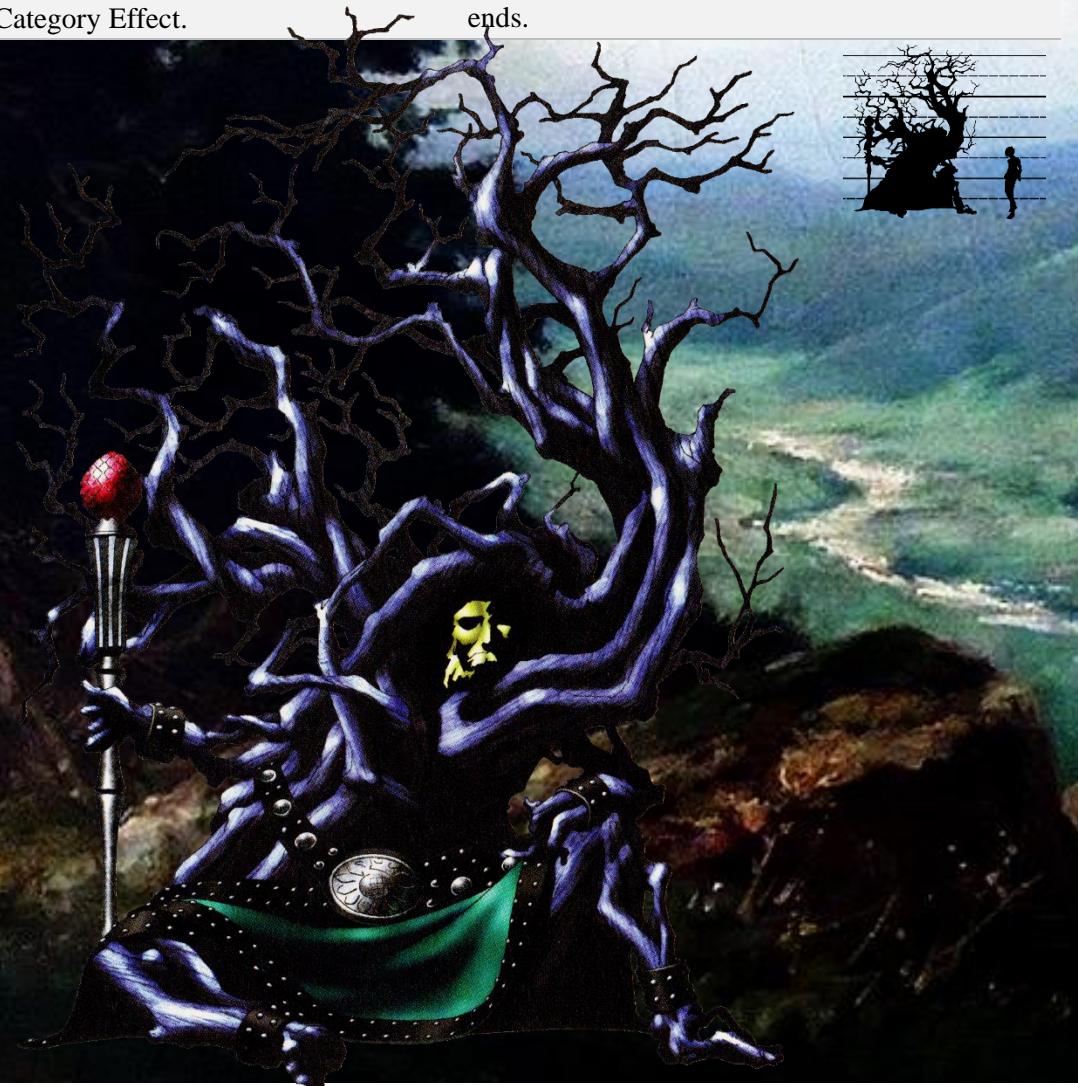
Alder King (P): At the start of each one of Erlkonig's turns, it heals itself and all Shadows in combat for 20% (48) of its maximum HP. At the start of each User's turn, that User suffers a -2 STR, -2 MAG Debuff until the end of their turn.

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

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

The king of the Alder trees who inhabits the “Black Forest” of Germany. A cruel elf who stalks those who are lost in the woods.

When the moment is right, Erlkonig strikes, killing these wayward travelers without ever being seen.



Shiwanna

XVII – Star

Level 4

Hit Points 108

Spell Card: Vata (T1 Weather)

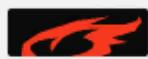
Skill Bonus: +1 MAG

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

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



Drain



Weak

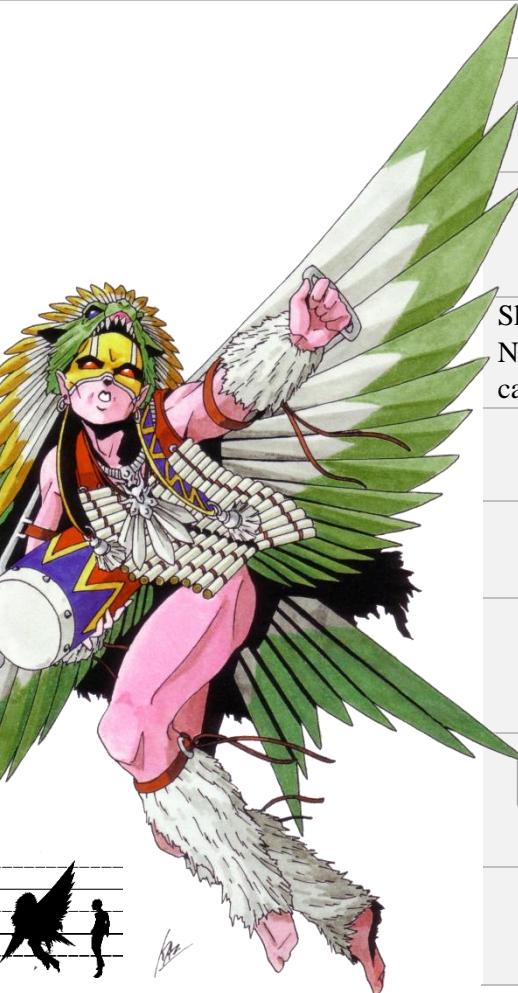
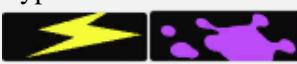
Accumulate (P): At the start of each of Shiwanna's turns, it gains one Cloud counter.

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

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

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

Types



Haokah

XVII – The Star

Level 9

Hit Points 156

Spell Card: Drought (T2 Weather)

Skill Bonus: +1 MAG, +1 TEC, +4 Courage

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

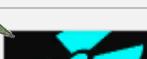
STR	MAG	TEC	AGI	VIT	LCK
1	7	7	2	6	4



Drain



Reflect



Weak

Reverse (P): Any effect active on Users that would increase their HDC, DDC or Combat Skills decreases them instead.

"Fortify" effects increase damage instead of reducing it. This applies to all Users as long as Haokah is in combat.

Drum Beat: One target within 7 meters. On hit: 7d8 (31)

Thunder damage and Haokah gains 1 Drumbeat counter.

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

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

Types



Dispositions:

Aggressive



Mothman- α

XVIII – The Moon

Level 6

Hit Points 350

Spell Card: Abatmaja (T2 Status)

Types



Skill Bonus: +1 TEC, +1 VIT

Natural Skill: **Extreme Reality** – At the start of combat, roll AGId6 and note down the result. Once during this combat, you can spend your Interrupt action to change the result of one Shadow's dodge roll for the result you rolled.

Alpha Skill: **Cryptid Valley** – The dodge roll of all Users in combat is reduced in half, applied after all other dodge calculations have been applied.



STR	MAG	TEC	AGI	VIT	LCK
1	6	6	1	8	2



Reflect



Null



Weak

A Shadow from another world. Mothman claims that it's considered a celebrity in its home world, and its catchphrase "Extremely Real", though it sounds like completely nonsense, is very popular.

Auto-Ha Sukundamon (P): At the start of combat, all Users suffer -2 TEC, -2 AGI for 3 rounds. This is a Debuff effect.

Glue Shot: One ally within 7 meters.

40+5TEC% (70% Slowed chance)

FINAL REALITY: All Users in combat.

HDC +1. 6d4 (15) Almighty damage, plus 1 Almighty damage for each Hit point rolled over each target's Dodge roll.

Fungible

XV – Demon

Level 8

Hit Points 66

Spell Card: Grasp of the Lesser Key (T2 Dark)

Types



Resist



Weak



Dispositions:
Devilish

A Shadow created by modern humans. It was born in a "digital world" and its power seems to vary rapidly depending on people's belief on it.

Skill Bonus: +1 STR, +1 LCK

Natural Skill: **To the Moon** – Whenever your RP is reset, you can spend 1 RP to roll 1d2: On a 2, you gain 1.5 RP. On a 1, nothing happens. You can do this a number of times per RP reset equal to your Courage Tier (Min. 1)

STR	MAG	TEC	AGI	VIT	LCK
6	7	6	7	3	4

Deprecating Asset (P): At the start of each of its turns, Fungible suffers a -1 penalty to its STR, MAG, TEC, AGI and LCK. This is not a Debuff effect, cannot be removed and stacks with previous activations.

Rug Pull: One target within 5 meters. On hit: STRd8 (27) Physical damage and 20% Knockdown chance. Increase this chance by 5% for each Hit point rolled over the target's Dodge.

Mining Operation: Fungible infects up to three Users within 6 meters with a shady technological virus. On hit: MAGd6 (24) Dark damage. For 3 rounds, at the start of each target's turns, they lose 10% of their HP as Dark damage.



Kukunochi

XVII – The Star

Level 6

Hit Points 154

Spell Card: Rakundamon (T2 Status)

Skill Bonus: +1 MAG, +1 VIT

Natural Skill: **Centennial Forest** – Once per combat, when you are targeted by a unit who's under a Status effect, you can cast a Mono Category Debuff spell as your Interrupt action before hit and damage calculations.

Dispositions:
Friendly



Types



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



Resist



Resist



Weak

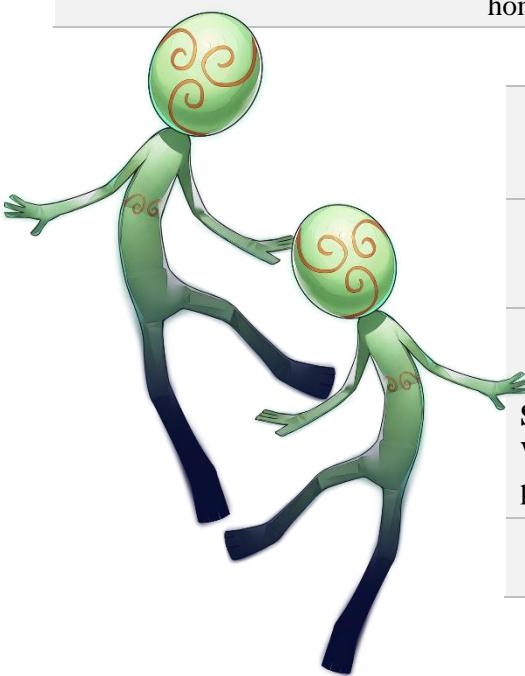
Spirit of the Trees (P): At the start of combat, Kukunochi summons a number of *Prayer-Infused Kodama* equal to the number of Users in combat. Each *Prayer-Infused Kodama* rolls for initiative independently.

Echoing Prayer (P): Whenever one or more *Prayer-Infused Kodama* are slain, Kukunochi can spend its Interrupt action to summon 1d2-1 *Prayer-Infused Kodama* into combat.

Tetrakarn: Kukunochi grants Reflect Physical and Gun to itself. After reflecting Physical or Gun once, this effect is removed.

Psiō: One target within 7 meters. On hit: 4d8 (22) PSY damage. If the target is suffering a Status effect, bypass the target's dodge check.

The god of trees, also referred to as Kodama, the *Spirit of Trees*. One of the “kami of houses”, Kukunochi is still worshipped during the blessings of new homes.



Prayer-Infused Kodama

Cannot be acquired by Fusion, does not respond to negotiation.

Level 6

Hit Points 88



Resist



Resist

STR

MAG

TEC

AGI

VIT

LCK

1

4

8

4

4

2

Shimenawa Bind: Any number of Users. 20+5TEC% (60%) Panicked chance.

Whisper: One target within 6 meters. On hit: 4d8 (18) Wind damage and the target cannot perform the LCK check to avoid Status effects for 3 rounds. This is a Debuff effect.

A Kodama that's bolstered by a powerful prayer. It glows with a mysterious energy, but still has an upbeat and childish disposition.

Arcana Shadows

These strange Shadows first appeared during the *Dark Hour* incident, and seem to represent a corrupt or flawed interpretation of their Arcana. Mechanically, Arcana Shadows have the following features:

- ❖ All Arcana Shadows are considered Tyrants and carry all Hetelic Resistances;
- ❖ Arcana Shadows cannot be acquired as Personae by any means, even after being defeated;
- ❖ Each Arcana Shadows rewards Experience points equal to their Level * 400 if fought alone, or Level * 200 if fought alongside another Arcana Shadow;

Arcana Magician

Level 2
Hit Points 150

Types



Arcana of Complacency – At the end of each round where Arcana Magician does not move nor is moved from its position, it recovers 10% of its maximum HP

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

Multi-Limbed (P): Arcana Magician can declare two attacks per round.

Sweeping Slash: Up to three targets within 4 meters. On hit: 4d4 (10) Physical damage.

Thrash: One target within 4 meters. On hit: 4d6 (14) Physical damage and 20% Knockdown chance.

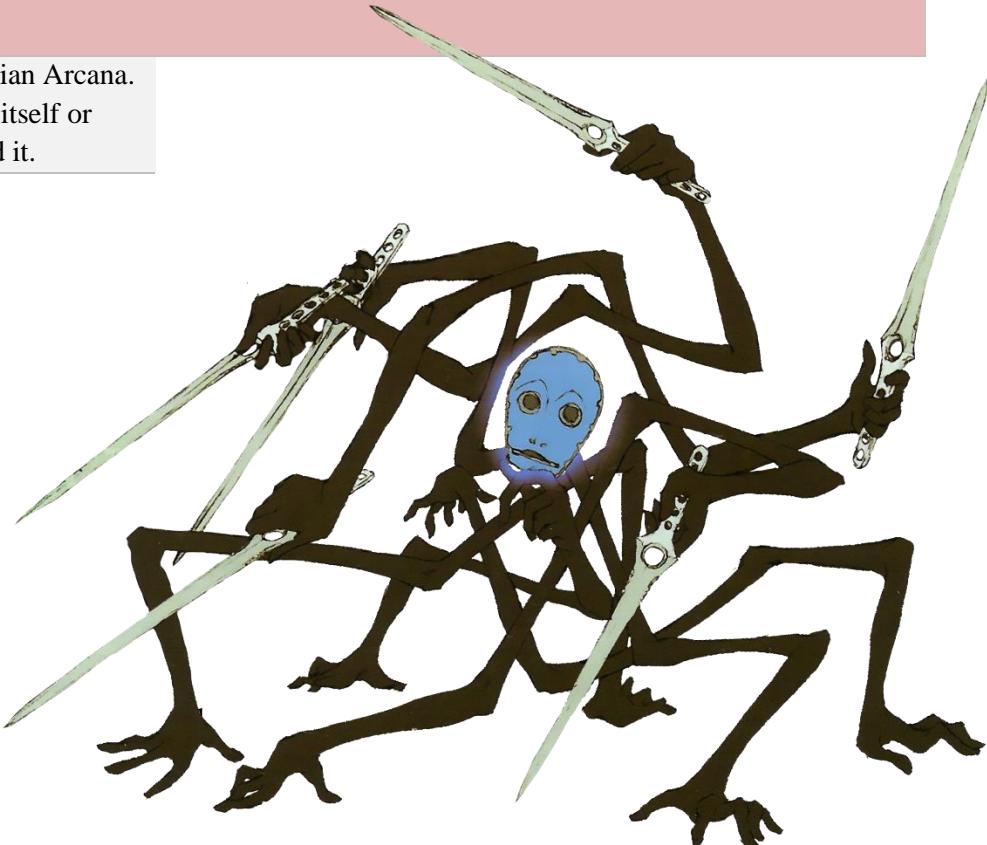
Arcana Magician can cast one Hetelic Action per round

Wither: Target becomes Weak against Physical damage until the end of this round.

Run, Cowards!: When a User moves more than 4 meters away from Arcana Magician, it can cast *Thrash* against the target with a +1 HDC bonus.

A Shadow representing an aspect of the Magician Arcana.

It has no head, and thus no ability to guide itself or meaningfully change the world around it.



Arcana Priestess

Level 4
Hit Points: 180



Arcana of Indecisiveness – Arcana Priestess may declare a Muttering Tiara as a target for its spells.
If damage caused by Arcana Priestess slays a Muttering Tiara, Arcana Priestess gains a second turn this round.
This effect can only activate once per round.

STR	MAG	TEC	AGI	VIT	LCK	
4	4	5	5	5	4	Reflect

Assault Dive: One target within 6 meters. On hit: $4d6+STR$ (18) Physical damage.

Ha Bufo: Up to three targets Arcana Priestess can see. On hit: $4d4$ (10) Ice damage.

Pulinpa: One target within 8 meters. $35+5TEC\%$ (60%) Panicked chance.

Marin Karin: One target within 5 meters. $20+5TEC\%$ (45%) Charmed chance.

Arcana Priestess can perform up to two Hetelic Actions per round

Summon: At the start of the round, if there are less than 2 Muttering Tiaras in combat, Arcana Priestess summons 1d2 Muttering Tiaras into combat. These Shadows roll initiative normally.

Accelerated Casting: Arcana Priestess can cast any of its spells as an Interrupt action.

An aspect of the Priestess Arcana. It lays and drags itself across the ground, hesitating to make any difficult decisions and lacking confidence to stand up straight.

Muttering Tiara

Level 4
Hit Points: 54

Does not respond to negotiation, cannot be acquired by Fusion

STR	MAG	TEC
6	3	6
AGI	VIT	LCK
3	6	3



Resist



Weak

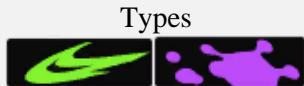
Agi: One target within 6 meters. On hit: $4d6$ (14) Fire damage.

Dia: Muttering Tiara restores 10% HP to any target in combat.



Arcana Empress

Level 6
Hit Points 130



Arcana of Spurning – Damage reflected by Arcana Empress ignores Resist and treats Null as Resist.

STR	MAG	TEC	AGI	VIT	LCK	Type	Type
1	6	7	6	3	2	Weak	Weak

Garula: One target within 8 meters. +1 HDC. On hit: 6d8 (27) Wind damage.

Magaru: Any number of targets within 6 meters. On hit: 6d4 (15) Wind damage and 30% Fearful chance

Bewilder: Two targets Arcana Empress can see. 20+5TEC% (55%) Enraged chance.

Empress Paradigm: At the start of each round, Arcana Empress's Fire, Ice, Wind, Thunder, Nuclear and PSY interactions become Neutral, and it gains Reflect against two of these types (determined by the Narrator). This is not obviously visible to the Users unless one of them succeeds on a Knowledge (3) check. Passing this check also reveals one of the Types Arcana Empress now reflects.

Arcana Priestess can cast up to two Hetelic Actions per round.

Thorough Analysis: One User Arcana Empress can see suffers -1 DDC and has their Wind interaction changed to *Neutral* until the start of their next turn.

Oppressing Presence: If a User would succeed in rolling to recover from a Status effect, they fail the check automatically instead.

An aspect of the Empress Arcana.

It dresses extravagantly and flaunts its own excessive weight, caring little for the plight of others.

Midnight Duet: Arcana Empress and Arcana Emperor fight together, being placed in combat simultaneously and sharing whichever of their initiative scores rolled higher.



Arcana Emperor

Level 6
Hit Points: 260



Arcana of Rigidity – Each time Arcana Emperor moves or is moved, it takes 1d4 (2) Almighty damage for each space moved.

STR	MAG	TEC	AGI	VIT	LCK
6	1	7	3	6	2



Weak



Weak



Weak



Weak



Weak



Weak

Swift Strike: Any number of targets within 10 meters. On hit: 6d4 (15) Physical damage. If Arcana Emperor is Enraged, perform this attack once more this round.

Royal Command: All Users in combat suffer Fortify Physical & Elements -8 for 3 rounds. This is a Debuff effect.

Emperor Paradigm: At the start of each round, Arcana Emperor's Physical, Gun, Light, Dark, Status and Intel interactions become Neutral, and it gains Reflect against two of these Types (determined by the Narrator). This is not obviously visible to the Users unless one of them succeeds on a Knowledge (3) check. Passing this check also reveals one Type Arcana Emperor now reflects.

Arcana Emperor can cast two Hetelic Actions per round.

Renew Thy Vows: Once per combat, if Arcana Empress is slain, Arcana Emperor can sacrifice half of its maximum HP to instantly revive Arcana Empress with 50% HP. Arcana Empress does not reward more Experience if revived this way.

Defensive Stance: When Arcana Emperor takes damage from any source, it gains TECd6 (24) damage reduction against the next instance of damage it takes.

An aspect of the Emperor Arcana. It wears a heavy, rigid armor and refuses to fight by itself, despite its powerful appearance.

Midnight Duet: Arcana Empress and Arcana Emperor fight together, being placed in combat simultaneously and sharing whichever of their initiative scores rolled higher.



Arcana Hierophant

Level 8
Hit Points 310



Arcana of Tarnishing – All Status effects against Users suffering from Debuff effects have a 20% higher chance to activate. At the start of each Users' turn, if they are suffering from a Status effect, increase the duration of all Debuffs on that User by 1d4 rounds.

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

Zionga: One target within 6 meters. On hit: 5d8 (22) Thunder damage and 30% Shocked chance.

Prophecy of Ruin: All Users in combat. 20+5TEC% (55%) Fearful chance.

Sukundamon: One target within 8 meters. -2 TEC, -2 AGI for 3 rounds. This is a Debuff effect.

Dekaja: Arcana Hierophant removes all Debuff effects from itself.

Arcana Hierophant can declare one Hetelic Action per round.

Feed on Woe: Arcana Hierophant recovers up to VITd6 (24) HP

Runic Shield: When Arcana Hierophant takes damage from any source, including Almighty damage, it gains *Resist* against that Type until the end of the next round.

An aspect of the Hierophant Arcana. It sits arrogantly on its throne, bloated by comforts and carnal pleasures, having its every whim tended to by the odd figure standing behind itself.

Midnight Choir: The first time Arcana Hierophant would be lowered to less than 150 HP, it's automatically healed to 150 HP and becomes immune to all damage, including Almighty damage, until the start of the next round.

At the start of the next round, Arcana Lovers enters combat, rolling initiative as normal.



Arcana Lovers

Level 8
Hit Points 130

Types



Arcana of Attrition – A User who declares an attack against another User, either by the Charmed Status or by the effect of Heartbreaker, is forced to roll for a Critical hit, if possible.

STR	MAG	TEC	AGI	VIT	LCK
3	3	8	7	3	2

Holy Arrow: One target within 10 meters. On hit: $3d8+3$ (16) Physical damage and 30% Charmed chance.

Spirit Drain: One target Arcana Lovers can see loses $2d4$ Energy. If the target's Energy is below 0 after this spell resolves, Arcana Lovers can declare one extra Hetelic Action this round.

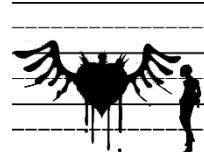
Life Drain: One target Arcana Lovers can see. On hit: $(STR+MAG)d6$ (21) Almighty damage and Arcana Lovers recovers health equal to half the dealt damage. If the target is Charmed, this attack gains Critical Margin +3 and can roll for Critical Hits without spending Luck Charges.

Arcana Lovers can cast one Hetelic Action per round.

Heartbreaker: If a User casts a Multi, Dance, or Total Category spell, they must choose one ally within range other than themselves as one of the targets.

Crushing Will: If Arcana Lovers would fail a check, such as hitting, dodging, recovering from a Status effect, etc., change the result so Arcana Lovers would succeed the check instead.

An aspect of the Lovers Arcana. It flits about in its gelatinous state, lacking the cohesion of a true pairing, forcing others to stand besides itself with little justification or compatibility.



Combined Formation

Level 10
Hit Points 500



Joint Effort – Combined Formation deals 20% more damage against all Users.

STR	MAG	TEC	AGI	VIT	LCK	Weak	Weak
8	8	8	6	6	4		

Lock-On: One target within 6 meters. The next attack declared against this target bypasses the hit check. This is a Debuff effect.

Kill Rush: Any number of targets between Combined Formation and a point within 6 meters. On hit: 8d6+8 (36) Physical damage and Combined Formation moves to the chosen point.

Purging Barrage: Up to three targets within 6 meters. Critical Margin +2. On hit: 8d6 (28) Nuclear damage.

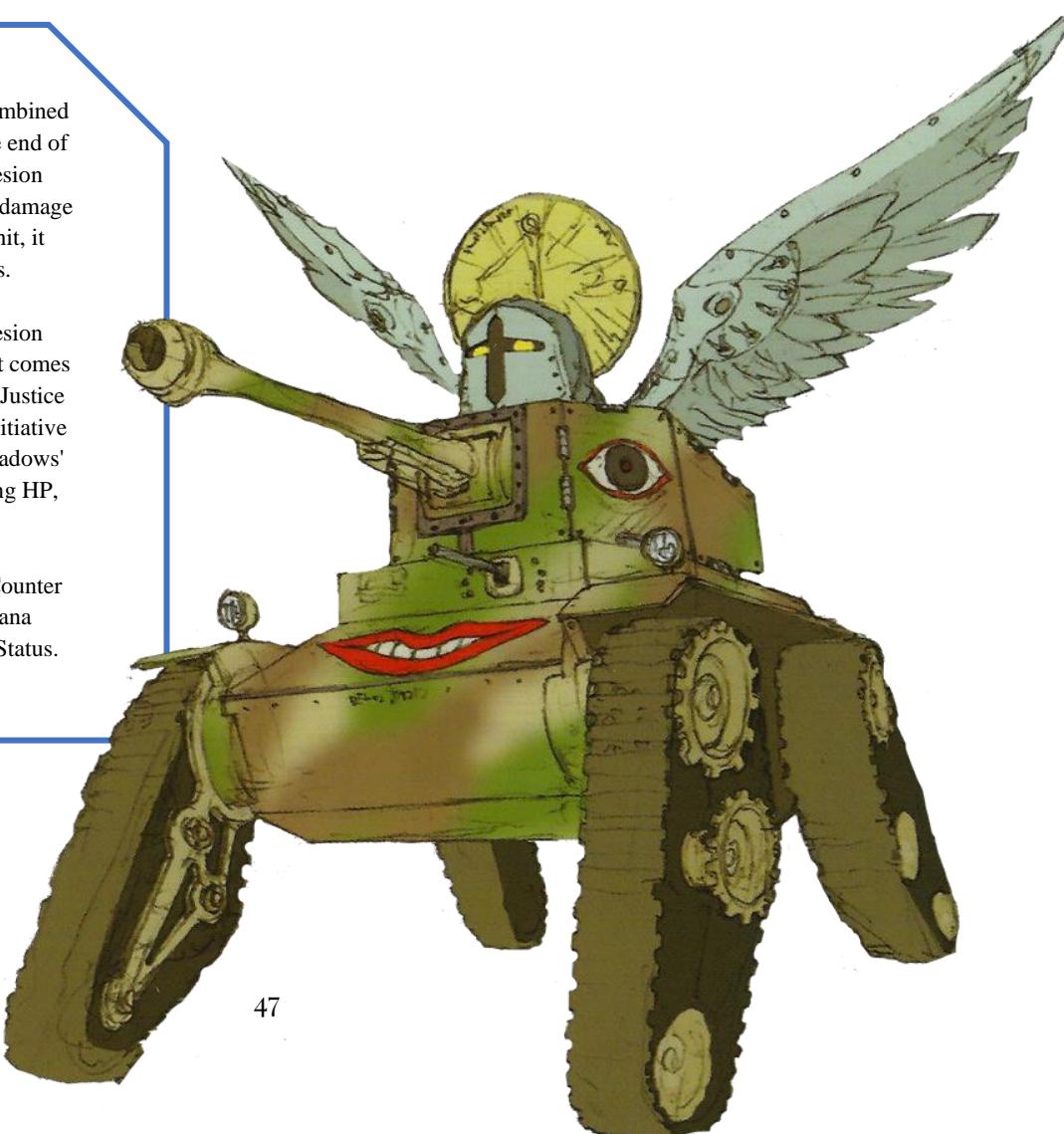
A military tank that was possessed by Shadows.

It seems to house two minds simultaneously, moving around aimlessly as its turret fires in all directions.

Midnight Fortissimo: When combat starts, Combined Formation gains 2d6 Cohesion Counters. At the end of each turn, Combined Formation loses 1 Cohesion Counter. Whenever Combined Formation takes damage it's Weak against, or damage from a Critical hit, it immediately loses 1d4 Cohesion Counters.

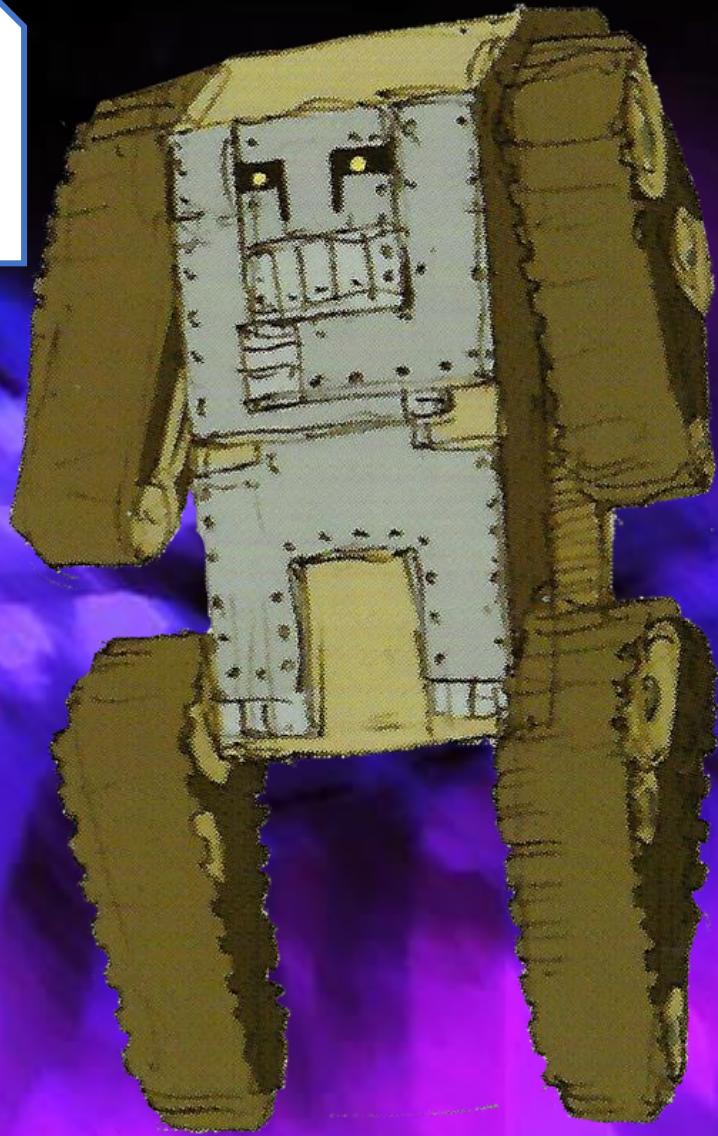
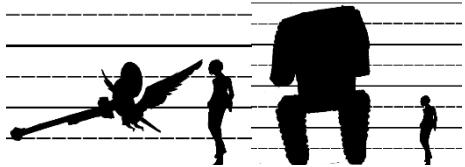
When Combined Formation runs out of Cohesion Counters, as its Interrupt action for this round, it comes apart, placing both Arcana Chariot and Arcana Justice into combat in adjacent positions in the same initiative spot as Combined Formation. Each of these Shadows' HP is equal to Combined Formation's remaining HP, divided by 2.

If Combined Formation has its last Cohesion Counter removed by a User's attack or spell, the Arcana Shadows enter combat under the Knockdown Status.





Arcana Justice (Above) and Arcana Chariot (Right)



Arcana Chariot

Level 8
Hit Points 250



Arcana of Anxiety – Arcana Chariot deals 20% more damage against targets that act before it in the initiative queue, and 20% less damage to targets that act after itself.

STR	MAG	TEC	AGI	VIT	LCK	Weak
8	1	8	6	6	2	

Power Charge: The next time Arcana Chariot casts Kill Rush, its damage is multiplied by 2.5.

Kill Rush: Any number of targets between Arcana Chariot and a point within 6 meters. On hit: 8d6 (28) Physical damage and Arcana Chariot moves to the chosen point.

Poison Mist: All Users in combat. 15+5TEC% (55%) Poisoned chance.

Arcana Chariot can cast one Hetelic Action per round.

Tear Down the Walls: Remove all Buff, Charge and Wall effects on any number of targets

An aspect of the Chariot Arcana. With no guiding head, it charges around at random, destroying all in its path.

Arcana Justice

Level 10
Hit Points 250



Arcana of the Partisan – Arcana Justice Deals 20% more damage against targets that act after it in the initiative queue, and 20% less damage to targets that act before itself.

STR	MAG	TEC	AGI	VIT	LCK	Weak
1	8	8	5	6	4	

Lock-On: One target within 6 meters. The next attack declared against this target bypasses the hit check. This is a Debuff effect.

Hamaon: One target Arcana Justice can see loses 40+3TEC% (64%) of its HP as Light damage.

Bombardment: One target within 8 meters. On hit: 8d10 (44) Nuclear damage.

Arcana Justice can declare one Hetelic Action per round.

Wear Down: Each User in combat loses 1d4-1 Energy.

An aspect of the Justice Arcana. Donning military garb, this Shadow forsakes reason in favor of overwhelming force.

Arcana Hermit

Level 12
Hit Points 360



Arcana of Isolation – If there are no units adjacent to Arcana Hermit at the end of its turn, it gains a second turn this round.
This can only activate once per round.

STR	MAG	TEC	AGI	VIT	LCK	
1	9	8	5	6	2	Drain

Grounded (P): Arcana Hermit cannot be moved from its position and is immune to effects that denote a space, such as Fire Monk's Trance.

High Voltage (P): At the start of each round, Arcana Hermit deals 2MAG (18) Thunder damage to all units adjacent to it, no dodge check.

Charge: Arcana Hermit gains one Voltage Counter.

Repulsion Field: All Users within 4 meters of Arcana Hermit. On hit: 9d6 (31) Thunder damage and Users must pass a Vitality (7) check, risking allowed. If the User fails the check, they are moved 2d4 spaces away from Arcana Hermit and take extra Thunder damage equal to the amount of spaces moved divided by 2.

Mamudoon: Any number of Users in combat whose HP is below 30% HP are instantly slain.

Megido: One target within 5 meters and all units adjacent to that target. On hit: 9d6 (31) Almighty damage.

Arcana Hermit can declare two Hetelic Actions per round.

Electric Break: One target Arcana Hermit can see has its Thunder interaction changed to Neutral for 3 rounds. This is a Debuff effect.

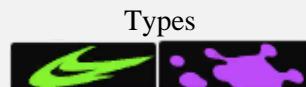
Giga Spark: This Hetelic Action can only be performed during Arcana Hermit's turn, and is considered a Default action. This Hetelic action costs two Hetelic "slots" instead of one. Spend 3 Voltage Counters to cast the following spell: All Users in combat. +2 HDC. This spell rolls for Critical Hits without spending Luck Charges. 100% Shocked chance. After this, roll to hit. On hit: 9d8 (40) Thunder damage. This spell treats all interactions above Resist as Resist.

An aspect of the Hermit Arcana. It rests far from sight, rooted firmly in place, sapping energy with no regards to whom it may inconvenience.



Arcana Fortune

Level 14
Hit Points 250



Arcana of Impatience – As long as Arcana Fortune is in combat, Shadows in combat can trigger the effect of Luck Charges without spending Luck Charges.

Wheel of Fortune (P): At the start of each round roll 1d6 and apply the appropriate effect listed below.
If Arcana Strength is defeated, or if Arcana Fortune's HP is 125 or lower, roll 1d4 instead.

1. All Users in combat. On hit: 9d6 (31) PSY damage.
2. All Users in combat: 25+5TEC% (65) Fearful chance.
3. The User in combat with the lowest current HP enters Death's Door (this is an Almighty Type Death Category effect).
4. All Shadows in combat. On hit: 9d6 (31) Almighty damage.
5. All Shadows in combat: 15+5TEC% (55%) Poisoned chance.
6. Arcana Fortune takes double damage from all sources until the end of its next turn.

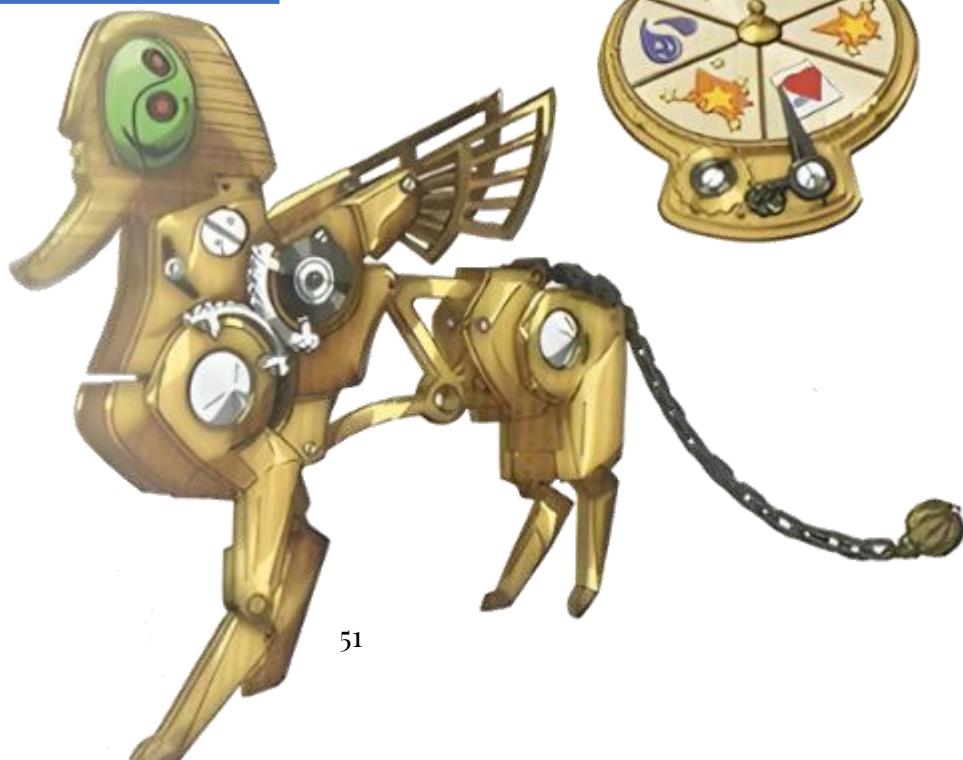
STR	MAG	TEC	AGI	VIT	LCK
1	9	8	7	4	2

Garudyne: One target within 10 meters. Critical Margin +1. On hit: 9d12 (58) Wind damage.

Vile Breath: All units in combat suffer the following effect: 10% more chance to suffer any Status effect, and their LCK is halved to avoid a Status effect. This is a Debuff effect that lasts for 3 rounds.

An aspect of the Fortune Arcana. It uses its powers at random, unable to control itself, but it's not above cheating when cornered to try and even the odds.

Midnight Waltz: Arcana Fortune and Arcana Strength fight together, being placed in combat simultaneously and sharing whichever of their initiative scores rolled higher.



Arcana Strength

Level 14
Hit Points 650



Arcana of Cowardice - As long as Arcana Strength is in combat, whenever a User must spend Counters, Aspect Points or Energy to trigger an effect or cast a spell, they must spend 1d4 more of that resource. If they cannot afford this cost, they still spend the required action for this round, but nothing happens.

Shield of Blind Loyalty (P): When combat starts, Arcana Strength creates a shield around Arcana Fortune. This shield is a Condition that grants Arcana Fortune the following effect:

Target gains Null All, and Null Almighty. Target cannot declare any actions outside of movement and activating Wheel of Fortune.

This Condition cannot be removed by any means.

When Arcana Strength's HP is reduced to 50% (325) or less, this effect is automatically removed.

STR	MAG	TEC	AGI	VIT	LCK
7	1	8	1	11	2

Heat Wave: All users in combat. On hit: 7d6 (24) Physical damage.

Eerie Sound: Up to three Users in combat. 20+5TEC% (60%) Stunned chance.

Vile Assault: One target within 6 meters. On hit: 7d10 (38) Physical damage. Critical Margin +2 against Users under Status effects.



An aspect of the Strength Arcana. It selfishly chooses to protect only one creature at the cost of everyone else, and it fences itself from the outside world in fear of being hurt.

Midnight Waltz: Arcana Fortune and Arcana Strength fight together, being placed in combat simultaneously and sharing whichever of their initiative scores rolled higher.



Arcana Hanged Man

Level 16
Hit Points 500



Arcana of Selfishness – As a Quick Action, Arcana Hanged Man can heal itself of one Status or Debuff effect and apply that effect to any "Statue" Shadow. If it does, it gains +1 STR, +1 TEC, +1 AGI for 3 rounds. This is not a Buff effect.

Shield of Midnight (P): When combat starts, Arcana Hanged Man summons one of each Left Statue, Center Statue and Right Statue into combat. They roll for initiative individually. As long as any of these "Statue" Shadows are alive, Arcana Hanged Man cannot be chosen as a target for attacks or spells. This includes damage that denotes spaces or adjacent targets.

Collapse of the Selfish (P): When all "Statue" Shadows are defeated, Arcana Hanged Man falls to the ground and automatically suffers the Knocked Down Status. After 1d4 rounds, Arcana Hanged Man casts Summon as a Default action.

STR	MAG	TEC	AGI	VIT	LCK
10	1	10	1	10	1

God's Hand: One target within 8 meters. 10d12 (65) Physical damage and 20% Knockdown chance.

Armed and Ready: Arcana Hanged Man targets one "Statue" Shadow and slays it immediately, then cast the following spell: All Users in combat. HDC +1. On hit: 10d6 (35) Almighty damage.

What's Yours is Mine: One User under a Buff effect. Remove that Buff from the target and apply that Buff to all "Statue" Shadows in combat.

Arcana Hanged Man can declare up to two Hetelic Actions per round.

Revving Up: Arcana Hanged Man gains the effects of *Power Charge*.

Wrath Unleashed: Arcana Hanged Man is healed of all its negative Status effects and is dealt the Enraged Status, being able to automatically fail or succeed its healing checks each turn.

Mirror Strike: When Arcana Hanged Man takes damage from a basic attack or spell: Until the end of that target's turn, every time the Tyrant takes damage, it has a 70% chance to declare a basic attack against the attacker that deals SKLd6 + Lv. Almighty damage on hit, for no action cost.

Summon: Can only be cast through the effect of Collapse of the Selfish. Summons one of each Left Statue, Center Statue and Right Statue into combat.

An aspect of the Hanged Man Arcana. It floats far above everyone else, worrying only about its own safety and not hesitating in slaying its minions for more power. The odd statues it summons are charged with magic that keeps Arcana Hanged Man aloft and invulnerable.



Left Statue

Level 4

Hit Points: 54

Does not respond to negotiation,
cannot be acquired by Fusion

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



Null

Agidyne: One target within 6 meters.
On hit: 8d10 (44) Fire damage.

Center Statue

Level 4

Hit Points: 54

Does not respond to negotiation,
cannot be acquired by Fusion

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



Null

Bufudyne: One target within 6 meters.
On hit: 8d12 (52) Ice damage.

Right Statue

Level 4

Hit Points: 54

Does not respond to negotiation,
cannot be acquired by Fusion

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



Null

Ziodyne: One target within 6 meters. On hit: 8d10 (44) Thunder damage and 30% Shocked chance.



STEPHEN





Stephen (Tyrant)

Arcana Unknown

Level 18

Hit Points 1000

Reward: *Vajra* (Core, Dagger)

Types



STR	MAG	TEC	AGI	VIT	LCK
7	7	7	7	7	7

Firewall (P): All damage Stephen takes is reduced by half, including Almighty damage. This is applied last in damage calculation.

Magnetite Overflow (P): All units in combat, including Users, can perform two consecutive turns per round.

Computational Power (P): At the start of each round, Stephen gains 1d4+1 Cognitive Counters.

Energy Compression: One target Stephen can see. HDC +1. On hit: $7d12+2\text{STR}$ (59) Physical damage.

Singularity Radiation: Up to three targets Stephen can see. On hit: $7d10+\text{MAG}$ (45) Nuclear damage. Stephen can spend 2 Cognitive Counters to change the damage of this attack to Fire, Ice, Wind or Thunder.

Singularity Hysteria: Any number of targets Stephen can see. On hit: $7d8$ (31) PSY damage. Stephen can spend 2 Cognitive counters to change the damage of this spell to Light or Dark.

Calamity Code: All Users in combat. On hit: $7d6$ (24) Almighty damage and 30% Charmed, Slowed, Panicked chance. Each chance is calculated individually.

Wave Function: All Users in combat. Stephen spends X Cognitive Counters to cast this spell. On hit: Each target loses HP equal to $10*X\%$ of their health as Almighty damage.

Stephen can declare up to two Hetelic actions per round

Black Hole: Reduces the Energy of all Users by 1d10

Particle Annihilation: Applies the effects of Ha Tarundaou (-3 STR, -3 MAG), Ha Sukundaou (-3 TEC, -3 AGI) and Ha Rakundaou (Fortify Physical & Elements -12) to Users in combat, choosing the targets for each independently. These are Debuff effects that last for 3 rounds each.

Crack Code: At the start of the next round, Users can no longer benefit from Magnetite Overflow. This lasts until the end of the round.

Pair Production: Gains the effect of Heat Riser and can perform a third turn this round.

Reboot Code: Can only be cast if Stephen's currently HP is below 50%. Costs two Hetelic action uses instead of one. Removes all Buff, Debuff, Status, Conditions and Counters from all Users in combat. Removes all Buffs, Debuffs, Status, Counters and Conditions from Stephen, and all effects placed onto combat, such as Weather effects, and effects placed on spaces, such as Fire Monk's Trance.

A mysterious man who possesses immense knowledge about Shadows, which he refers to as "Demons". It's rumored all Devil Summoner programs and COMPs were inspired by Stephen's original concepts, or created directly by him.



Optional Ruling: Rumors

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

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

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

“Crazy weather we’ve been having, huh? Like someone’s controlling it...”

Once per day, the party can choose one of the following Scene Aspects and apply it to the current Scene: “*Dark and stormy*”, “*You could hear a needle drop*”, “*What’s with all the noise?*” or “*A critical lack of workplace safety*”. The narrator can choose to allow these Aspects to also apply to the Metaverse.

“I saw Reiko Kashima the other day, I swear!”

The next combat that does not include Tyrants or Ultimate Shadows will feature at least one Rumor Shadow, chosen by the Narrator.

“Alien radio waves are affecting people’s brains.”

Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Knowledge point on top of the default reward.

“A legendary martial artist has recently arrived in town.”

Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Discipline point on top of the default reward.

“The flowers can talk, if you’re willing to listen.”

Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Empathy point on top of the default reward.

“There’s been a pheromone leakage near Queen Bee Café.”

Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Charm point on top of the default reward.

“A movie festival will be hosted here in a few days.”

Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Expression point on top of the default reward.

“Ghosts will sometimes follow you around, looking for people they knew in life.”

Whenever a User spends a Time block for an Activity that raises any Social Skill, they gain +1 Courage point on top of the default reward.



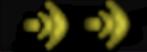
Optional Ruling: Health Conditions

Delving into the Metaverse is an exhausting endeavor, and it can leave lasting marks on unprepared Users even when you return to the Universe. This ruling is inspired by the similar system present in *Persona 3* and introduces four “Health” Conditions: Great, Good, Tired and Sick that can impact how Users operate in everyday life and during combat. Health Conditions are not considered Buff effects.

- ❖ Health Conditions never stack: When a new Health Condition is acquired, it removes the previous one;
- ❖ Good is considered the base Health Condition, with no bonuses or drawbacks;
- ❖ While in Good condition, every time you spend a Time block sleeping or resting, you have a 30% chance to gain the Great condition.
 - Resting for two consecutive blocks raises the second chance to 70%;
- ❖ The following rules apply to Users under any Condition besides Sick:
 - When you enter Death’s Door, roll 1d12. If the result is 1, or higher than your VIT, you become Tired immediately;
 - If combat ends while you’re in Death’s Door, you automatically gain Tired. If you were already Tired when this effect would apply, you gain Sick instead;
 - After defeating a Tyrant or Ultimate Persona, all Users who participated in combat gain the Tired condition;
- ❖ Tired Users gain the Good condition after spending a full block sleeping or resting;
- ❖ Sick Users have a 30% chance to become Tired after sleeping or resting for a full Time block. If Sick isn’t removed this way, this chance increases by 30% for each block spent resting, even if the User spent blocks doing something else between rests;

Name	Effect(s)
Great	<ul style="list-style-type: none">❖ +1d6 bonus for all hit and dodge checks❖ You enter Death’s Door with one extra counter❖ Your chance to recover from any Status becomes 80%, unless the chance is naturally higher❖ When you perform an Activity that would raise a Social Skill, you can spend 1 Energy to increase the Social Skill points gained by 1d2❖ Once per day, when a new Scene starts and your current Aspect Points are below your AP cap, you can choose to gain one Aspect Point❖ This Condition lasts for four Time blocks, starting from the block after you acquire this Condition. <p>Once this Condition is removed by any means, you cannot gain this Condition again for 1d4+2 days.</p>
Good	<p>This is the default User condition. Thus, it has no downsides nor any perks.</p>
Tired	<ul style="list-style-type: none">❖ You suffer a -1 penalty for all Social Skill checks❖ You no longer benefit from effects that increase your DR, including armor❖ Spending Energy to cast a spent spell use costs +1 Energy
Sick	<ul style="list-style-type: none">❖ -1 HDC, -1 DDC❖ You suffer a -2 penalty for all Social Skill checks❖ You suffer <i>Weak <Status></i>. This overrides the default Status interactions of any Personae you equip, and any effects that would improve this interaction❖ Every time you take damage from an attack or spell, you lose 1d4-1 Energy

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