



SEA OF SOULS

SUPPLEMENTARY
CONTENT FOR
THE GRIMOIRE OF HEART

VOLUME VII





Huge thank-you to our *Tyrant* Patrons:

Cr-ho Frost

Silver Foxy

Misery

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

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

Exercise caution if these subjects are uncomfortable to you.

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

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

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

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

Updated 2023-12-31

Class Variant – Maken Shao (Maken Hosts)

“The Image is the true nature of oneself. Some would call it ‘the soul’, and it exists in another world. Now is the time to face this inner space with a pure mind.”

The Maken was built by humanity to manipulate “Image”, the manifestation of the human soul, using it to treat illness and take control in moments of crisis. While some versions of the Maken can temporarily access Images other than their Hosts’, some offshoots have been programmed to amplify the user’s own magic output and give them bursts of inhuman agility. These are known as Maken 炙, or Shao, representing the trigram lines of yin and yang.

Mechanically, Maken Shao are treated as Maken Hosts, but with the following class features instead of the Maken Hosts’:

- ❖ **Winter Moon:** As a Quick action, you may either spend or Repress one use of a spell from your deck of a Damage Type, except Almighty, to gain the following Condition:
 - *Basic attacks you declare are considered casting a Mono, <Type> (A) Category spell of the spent spell’s Type and of the same Tier as the spent spell, but it requires no Energy to cast and is still considered a basic attack for features that require a basic attack. This attack can also benefit from any features that would require casting a spell. If you spent the spell use, this lasts until the start of your next turn. If you Repressed the spell use, this lasts for 3 rounds.*
- ❖ **Spring Thunder:** Based on the Tier of the spell spent to trigger Winter Moon, you gain the following Condition for the same duration as the one granted by Winter Moon:
 - **Tier I:** Increase your basic attack’s maximum range by 2 meters;
 - **Tier II:** You are considered to have the Mastery Feat of your currently equipped weapon. If you already have that Feat, you are considered to have any Feat that requires that weapon’s Mastery Feat.
 - **Tier III:** If you deal damage with a basic attack, deal half the rolled damage to any number of units between you and the original target, no dodge.
 - **Tier V:** If you attempt a Critical hit with a basic attack and that attack does not trigger a Critical hit, you can spend 1 Energy: Recover the spent Luck Charge for this attempt.
- ❖ **Autumn Leaves:** Maken Shao have a unique resource known as Maneuver Points. At character creation, your Maneuver Point limit is 1, and it raises by 1 at Character Levels 5, 10, 15 and 20. Whenever you would gain a Feat, you can instead choose one *Trigram Cut* (below), a special combat maneuver that replaces your basic attack and can be triggered by spending a Maneuver Point. Maneuver Points are replenished at the start of each combat. Trigram Cuts are affected by Winter Moon and each can only be chosen once each.



Trigram Cuts

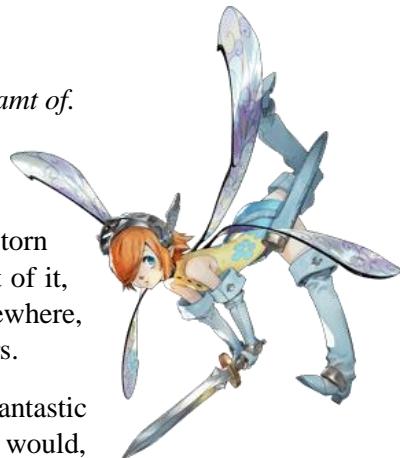
Name	Effect
Silent Pond	Target one ally you can see: You are moved to that target's position, and the target is moved to your previous position. You can then declare a basic attack with -1 Minimum range and +1 Maximum range. You do not spend Movement Allowance for this action.
Winds' Howl	Choose any number of targets within range of your equipped weapon, and declare a basic attack. Divide the rolled damage amongst all units that took damage from this attack.
Write, Erase, The Poppy Blooms	When you take damage from any Type except Almighty, you can use your Interrupt action to note down that Type. Then, during your turn, you can use a Quick action to trigger Winter Moon using that Type as if you'd spent a spell use to do so. To determine the Tier of this spell for Spring Thunder, use the "Level/Tier" table for negotiation rewards (Core, Page 163)
Petals on the Bough	When you roll to hit with a basic attack against a target, you can spend Movement Allowance until you're adjacent to the target. If you do, you have +1 to roll for hit and damage for each space moved this way.
Speech and Breath	When you deal damage to a target using a basic attack, you can spend Energy up to your highest Social Skill Tier. For each point of Energy spent this way, reveal one of the target's Type interactions, your choice.
Splash, Then Silence	When you roll to hit with a basic attack against an adjacent target, you can spend movement allowance until you're at the maximum range of your equipped weapon. For each two spaces moved this way, you gain +1 DR until the start of your next turn.
High Noon Sigh	Perform your basic attack as normal. If damage from this attack exceeds the target's remaining HP, you can deal the remaining damage to another target within range of your equipped weapon, no dodge check.



User Class – Metaphors

*"A world where no conflict exists. Much like the world His Highness once dreamt of.
To put it another way... This is a fantasy."*

What if our world, with all its flaws, was another world's utopia? Our conflicts a mere squabble to a world drowning in war, our differences negligible to a population torn by the divide between races? Surely, the chance to fight for our world, to become part of it, would be an offer one couldn't refuse. These fantastic travelers, these metaphors from elsewhere, both fascinating and dangerous, could well be the key to saving both our world and theirs.



- ❖ **Ray of Hope:** Metaphors come from another world, one that could be considered fantastic by human standards. They look human and carry many of the same needs as a human would, but may look slightly different. Metaphors are humanoid, but carry some features of non-human races, such as long elvish ears, the stout build of dwarves, among many others. These changes are purely cosmetic, apply both to the Universe and Metaverse and are decided by the player.
- ❖ **Faith of the Citizenry:** Metaphors are driven by a powerful sense of justice that can inspire or strike fear into human minds. In our world, this manifests as the power to influence crowds to do their bidding.
 - Once per Scene, outside of combat, a Metaphor can spend one Aspect Point, choose one Social Skill and Risk to influence a crowd of strangers around them to perform a simple task, with the extent of this task influenced by the chosen Skill's Tier. If the result of the Risk is equal to or higher than the chosen Skill's Tier, the crowd will be influenced as chosen. On failing, people will simply ignore the Metaphor. Higher Tiers still have access to the lower Tiers' influence. This cannot be used against humans who are actively hostile towards the party.
 - **Tier 0-I:** The ability to influence a handful of people to perform a minor task that wouldn't inconvenience them, such as moving aside, or focusing and diverting their attention on the party for some time.
 - **Tier II-III:** The ability to influence one person to do a small favor for the Metaphor, such as buying them a meal or giving them a ride, or a group of people to surround the party, make way, etc., as long as it does not put them in danger.
 - **Tier IV:** The ability to influence a small group of people to help the Metaphor or the party gather resources or information, or to take the party's side on a conflict. Alternatively, this can be used to influence one person, or a very small group, to put themselves in some danger to help the party.
 - **Tier V:** When using this ability, some people in the crowd will recognize the Metaphor from other encounters, and take it upon themselves to convince others to join the Metaphor's cause. This strongly increases the number of people affected by Faith of the Citizenry, and even large crowds will be willing to disclose information, fend off the opposition, and even put themselves in grave danger to help the party.





❖ **Gauntlet Runner:** The ability Metaphors have to influence humans is akin to a grand ray of light, that can scatter over a large area or focus into a single powerful beam. Outside of combat, a Metaphor can **Bond** to a User of a different Class to amplify their combat abilities. During combat, a Metaphor or their Bond partner can trigger the following effects:

- Spend a Quick or default action to grant the other half of the Bond a second Quick or default action, respectively, during their next turn;
- Spend their entire round action to give the other half of the bond a second turn this round, taking place in the same spot in the initiative queue as the triggering User's.

Once a member of the bond has activated either of these effects, they cannot activate that effect of Gauntlet Runner again until the end of combat. A Metaphor can only Bond to one User, and each User can only be Bonded to one Metaphor. This Bond can be revoked at will and immediately by either party, but neither User can join another Bond until the start of the next day.

❖ **Fate-Saddled Child:** Metaphors come from a realm where magic flows freely. When a Metaphor trades in a Spell Card, they gain the full amount of SP of that spell's Tier, instead of half. Additionally, when a Metaphor forgets a spell from their deck, they gain the full SP value from that spell.

Feats

Name	Effect	Req.	Additional
Sorceress Beneath the Ruins	While you have a Defile effect memorized and you would cast a spell that cannot benefit from your Defile effect, you can spend 1 Energy and forget the Defile effect to increase the damage of that spell by 10%. This is applied first in damage calculation.	Can only be activated if your active Persona possesses the Status Type	Can only be chosen once.
Wealth of Lotus	Buff effects applied to you last one turn more than their stated duration.	CLv. 6 or higher	Can only be chosen once.
Bloodstained Eyes	When you are targeted by an attack, decrease that unit's TEC for that attack by 1 for each Status effect that unit is suffering from. This applies to the hit roll for every target and stacks with Debuff effects, but not with other instances of Bloodstained Eyes.		Can only be chosen once.
Crisis Control	You take 20% less damage you're Weak against, but 10% more damage you're Neutral against.	VIT 6	Can only be chosen once.
I Bid Thee: Prevail	When either effect of Gauntlet Runner is triggered, either by you or your partner, the triggering unit can decrease the duration of any Buff effect active on themselves by 1 round: The other unit gains that same Buff effect for the duration of the turn or action granted by Gauntlet Runner .	Metaphor Class	Can only be chosen once.



A Novel in Thy Hands	<p>Each time you pick this Feat, choose one Social Skill you have not previously picked for this Feat. You gain a +1 bonus to negotiation checks using this Skill. If you or your Bond partner triggered Gauntlet Runner this combat, that bonus becomes +2 until the end of combat.</p>	Metaphor Class 	Can be chosen up to three times.
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Ruin Spells

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

Defile is a new keyword that applies its stated effects to the next Physical, Element, Light or Dark spell the User casts during this combat. Once you cast a spell that gives you a Defile effect, that effect is “memorized” until you choose to apply it to a valid spell or combat ends. If you were to memorize a second Defile effect while you have one memorized, you must choose one to keep memorized, and lose the other.

Effects applied by Defile are not Buff effects. Spells that declare more than one hit against the same target or cast other spells only apply a Defile effect to the first hit of that spell.

Tier I

Name	Categories	Reach	Effect	Description
Vis	Defile, Status (A)	Caster	Defile: If this attack has a chance to cause a Status , increase that chance by 5%	Your Persona’s armaments are coated in a glowing purple aura.
	Time: Quick	Duration: Instant		
Dur	Defile, Suku, Status (A)	Caster	Defile: You gain +1 TEC to hit with this attack.	Your Persona rises higher, gaining an advantage point over the Shadows.
	Time: Quick	Duration: Instant		
Bhan	Defile, Heal, Status (A)	Caster	Defile: If this spell slays an enemy, you recover PLv. HP	When you defeat a Shadow, it collapses into dark-red energy that flies towards you.
	Time: Quick	Duration: Instant		
Dhakka	Defile, Move, Status (A)	Caster	Defile: Move the target up to TEC/2 meters in any direction.	Translucent tentacles spring from the ground and drag the target along.
	Time: Quick	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Vissa	Defile, Status (A)	Caster	Defile: If this attack has a chance to cause a Status , increase that chance by 10%	Your Persona is surrounded by a murky afterimage that follows its every move.
	Time: Quick	Duration: Instant		
Durba	Defile, Suku, Status (A)	Caster	Defile: You gain +2 TEC to hit with this attack.	Targets of your attacks are highlighted with a shining outline.
	Time: Quick	Duration: Instant		
Bhanj	Defile, Heal, Status (A)	Caster	Defile: If this spell slays an enemy, you recover 2*PLv. HP	Slaying a Shadow makes it shatter into pieces, infusing you with glowing energy.
	Time: Quick	Duration: Instant		



Mandra	Defile, Removal, Status (A) Time: Quick	Caster Duration: Instant	Defile: Remove all Buff effects from the target.	Your strikes send a jolt of cleansing energy through the target.
Jaldee	Defile, Status (A) Time: Quick	Caster Duration: Instant	Defile: Until the end of your next turn, decrease the target's total Movement Allowance by half. This turn, you gain extra Movement Allowance equal to the decreased amount.	A chain wraps around your target's limbs and you leave glowing footprints in your wake.

Tier III

Name	Categories	Reach	Effect	Description
Visdyne	Defile, Status (A)	Caster	Defile: If this attack has a chance to cause a Status , increase that chance by 15%	Your Persona is followed by a massive specter that crashes down onto the enemies.
	Time: Quick	Duration: Instant		
Durdyne	Defile, Suku, Status (A)	Caster	Defile: You gain +3 TEC to hit with this attack.	Several mirror images of your Persona appear around the arena, facilitating an ambush by the real version.
	Time: Quick	Duration: Instant		
Bhandyne	Defile, Heal, Status (A)	Caster	Defile: If this spell slays an enemy, you recover 2*PLv. HP and recover 1 Energy.	Your Persona leaps forward and tears a writhing mass from within the Shadow, crushing it underfoot.
	Time: Quick	Duration: Instant		
Laish	Defile, Area, Status (A)	Caster	Can only apply to Mono Category spells. Defile: If this spell hits, deal half the rolled damage to any number of adjacent targets to the unit.	A sphere of energy gathers over the original target and bursts violently, briefly covering the area around it.
	Time: Quick	Duration: Instant		
Ilma	Defile, Heal, Buff, Status (A)	Caster	Defile: Until the end of your next turn, targets gain the following Condition: <i>Cannot benefit from Buff effects, cannot recover HP.</i> Against targets with Hetelic Resistances, apply the following Condition instead: <i>Effects that recover HP recover 50% less than the stated amount.</i>	A translucent green arrow forms above you and pierces the target, leaving a lingering smoking trail that clings to the target.
	Time: Quick	Duration: Instant		

Tier V

Name	Categories	Reach	Effect	Description
Rhajayata	Defile, Luck, Status (A)	Caster	This effect can only apply to spells that roll to hit and deal damage.	You are surrounded by razor-sharp blades



Time:
Quick Duration:
Instant

Defile: Remove up to **1d4 Luck Charges** from the Target.
Against Tyrants, this instead has a **2TEC%** chance to
remove one Hetelic "use" from the Tyrant for this round.
A Tyrant can only lose Hetelic Uses this way once per
round.

that fly off and
slice into targets
from all sides.

Assignment: Binding Tune

Recommended Level: 3

Time Limit: 7 days

"Dear chasseurs, there seems to be a mystery fitting for your particular powers happening at the Toa station. The workers seem lost in profound melancholy, and I hear whispers of otherworldly beings abound. I worry they will not last another week, so kindly do hurry. – Nadja."

The Users are contacted by someone named Nadja, who asks for the party's assistance in an urgent matter at the *Toa Television and Radio Broadcast*, a local media station placed atop a hill. Nadja will use letters, email, or any other sort of communication available to the party, but will not reply to any questions. Along with alleged supernatural phenomena, the station staff seems listless and careless, putting themselves and others in danger.

The timer for this Assignment starts immediately upon receiving the message. If whatever is happening at Toa is not resolved by the end of the 7th day after the email is received, a raging fire will consume the station overnight, and the assignment will fail. Traveling to, spending any amount of time at, then returning from Toa spends an entire Time block, but traveling incurs no cost. In the Universe, the station can only be entered during the Morning and Afternoon blocks.

Scene o: Toa Broadcast Station (Universe)

Scene Aspects: Business Environment, CCTV

Nothing seems immediately odd about the station: The entrance lobby is lined with pictures of previous owners of the station and local prizes it's gained over the last decades, and decorated with uncomfortable seats and a reception desk. The receptionist seems aloof and slow to respond, and will not allow entrance of any Users, no matter how compelling their argument. Other workers seem equally distant and listless, humming a repetitive tune that seems to stick in your mind for a while. Trying to force one's way into the station will lead to the party getting kicked out, being unable to access the station outside of the Metaverse for the duration of the assignment.



After some time in the lobby, the party will be intercepted by Nadja, a creature that seems to be a Shadow partially manifesting into the real world, who will invite them to the Metaverse, unlocking Scene 1 and progressing the Assignment.

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 Toa Palace

Scene Aspects: *Electrified Air, The Tune*

"You feel the hairs on the back of your head lift as you enter the Metaverse: The electricity in the air is almost tangible, a pulsing wave that seems to emanate from the center of the area. Beneath the hum of static, you can hear the same tune you heard the workers repeat endlessly in the station."

Toa Station takes on a much different form in the Metaverse: The hill is surrounded by a glass dome that completely isolates it from the outside world and is tinted dark enough to make seeing anything either way almost impossible. The hill is decorated with five distinct structures:

- ❖ A large, vividly-colored tent, where the Users spawn in when entering the Palace. This tent was placed by Nadja and includes plenty of pillows and soft bedding.
 - Once per day, Users can ask Nadja to take a short rest in the tent. This gives the same effects as a normal short rest, but consumes no time.
- ❖ **Scene II: Speedometers:** A music stage with its lights off. You can hear a faint tune coming from its speakers that can be heard anywhere in this Scene. This stage is surrounded by faint humanoid silhouettes that move indistinctly.
- ❖ **Scene III: Opera to the Greatest:** A discrete and unkempt mausoleum. Entering it transports Users to a different area.
- ❖ **Scene IV: Studio of Oblivion:** A small building with unremarkable double doors that contains a TV studio.
- ❖ **Scene V: Judgement:** Placed on the center of the dome is a large lift surrounded by a translucent tube that seems to lead to the top of the dome, where a larger structure rests, but is impossible to discern from below. The lift will not open at first, and is effectively indestructible, even against Realized effects.



Nadja will stay either in the tent or around it, observing the Users come and go. If questioned, Nadja has the following interactions:

- ❖ Nadja came upon the station when she “sensed something was off”, in her own words. Although there is no obvious Tyrant, this region of the Metaverse is attracting an unusual number of Shadows.
- ❖ Nadja is *not* a Shadow User, at least to her knowledge. The way she can manifest in the Universe escapes her, as she says she “just thinks about it and it happens”
- ❖ If the party has defeated David in *Bounty 666* (available at [the Seasonal Event Archive](#)), Nadja will recognize them and thank them again for their help.
- ❖ While interacting with Nadja, Users can attempt a Magic (7)/Expression (4) check with no obligatory Risk. On a success, the User will realize the air around Nadja shifts gently, and staying near Nadja too long induces mild visual hallucinations.

Entering Scenes II, III or IV will put the others in lockdown until their respective Shadow is dealt with. Scenes in lockdown cannot be accessed by Users.

Scene II: Speedometers

Scene Aspects: *Half-Light, Booming Crowd*

The stage is tall and imposing, modern but somewhat unkempt, starting to show signs of age and disrepair. The stage itself is square, topped with a robust roof lined with hanging lights. Each side of the stage is decorated with tall screens that broadcast the stage in different angles. The stage is surrounded by indistinct human shapes, translucent, shimmering and utterly silent facing the stage. These projections are solid but extremely light, being easily pushed aside. By the time the Users arrive, there is already a cleared path through the middle of the crowd leading straight to the stage.

As soon as the party approaches the stage, a strange phantom appears and the stage comes alive, with blazing lights and a wave of fog covering the floor. The crowd springs to life, cheering aggressively for “Speedy” as the figure addresses the Users, inviting them onto the stage, and chatting with them before his proposition.

- ❖ Speedy speaks like a stereotypical *rock and roll* musician. He’s upbeat and loud, constantly strumming or tapping his fingers on his guitar. Speedy has a distaste for authority and will actively mock Users who are overtly associated with police forces
- ❖ Speedy will claim its always lived on this very stage, “touring” with it wherever it goes. He cannot be persuaded to leave the stage;
- ❖ If asked about bandmates or staff, Speedy will grow restless and irritated, refusing to answer
- ❖ By passing a *Knowledge (4)* check, Users might recall a rumor about a purple-haired singer who overdosed a few years back.
 - If this is mentioned to Speedy, he will be upset at first, but admit that he was born of that artist’s death, and carries his memories. Mechanically, this will add one Fervor Counter to Speedy’s encounter (below)
- ❖ Speedy is not aware of what’s in Scenes III and IV, and will not show interest in finding out
- ❖ Speedy’s “proposition” is to put on a show for his spectral audience. Agreeing to this proposition is the only way to progress in this Scene and will initiate **Combat II-A** immediately.



Combat II-A

- ❖ **1x Speedy** (Next page)
- ❖ Spaces marked with S are where the Users are positioned when combat starts
- ❖ During combat, when Speedy's HP reaches certain thresholds, it'll talk to the Users, and the result of the associated skill check will change the conditions of the fight. Any User may attempt the skill check, but only one User can attempt each check, and other Users cannot provide support to that check.
 - **200 HP:** "*Something a hell of a lot worse than me is waiting up there, kiddo. You sure you got the chops for it?*" Choose one of the skill checks below:
 - **"We'll do whatever it takes."** (**Expression (3)**): Party gains +1 TEC, +1 AGI for 3 rounds (Buff effect);
 - **"What do you mean? This is a cakewalk."** (**Courage (4)**): Add one Fervor Counter to combat;
 - **Failing the check**, or choosing to do nothing, gives Speedy +1 MAG, +1 AGI for 3 rounds (Buff effect);
 - **100 HP:** *Speedy seems to be pointing at you and beckoning you closer. What do you do?* Choose one of the options below:
 - **Approach him cautiously:** "Sucker!" Speedy is moved to his starting position, the User is moved to the center of the arena, and Lights Out is cast as an Interrupt action with +1 HDC. Add one Fervor Counter to combat;
 - **Flip him off (Charm (2)):** Add one Fervor Counter to combat;
 - **Failing the above check**, or choosing to do nothing, grants the following Condition to Speedy: *Has two consecutive turns per round;*
 - **50 HP:** "*Hell yeah! Hope I didn't scuff you kids too bad. How 'bout we call it a night?*" Choose one of the options below:
 - **Call it quits:** Combat immediately stops and the Scene proceeds (below);
 - **Fight to the death:** Remove all Fervor Counters from combat. Combat continues until either Speedy is defeated, upon which the scene immediately ends;

After the Battle

- ❖ If Speedy was spared, he will thank you for the show, and disclose that the stage, and himself, were drawn to the Broadcast Station by an intense anger that disappeared as soon as he started playing;
- ❖ If combat ends with two or more Fervor Counters, Speedy will talk more about his human counterpart's death: He was the lead singer of a band for many years, but their new manager convinced the band to kick him out right as they were about to make it big, leaving him destitute and miserable. "Speedy" then turned to heavy drugs, and died of an overdose. Remembering this fact will fill Speedy with resolve, and he will vow to help you get to the bottom of the mystery surrounding the Broadcast Station;
 - Add "**Speedy's Fervor**" as a Scene Aspect to Scene V – Judgement;





Speedy

Rumor Shadow (VII – Chariot)

Has access to Hetelic Resistances, cannot declare Hetelic Actions

Level 5

Hit Points 250

Can only be acquired by Fusion after Scene II is cleared.

Types



Skill Bonus: +4 Expression

Rumor Skill: **Never Fade Away** – Once per day, when you enter Death's Door, you can spend X Death's Door counters to cast a damage dealing spell, up to Tier X, from your deck, as an Interrupt action.

STR	MAG	TEC	AGI	VIT	LCK	Type	Type
1	5	5	4	5	2	Resist	Weak

Chippin' In (P): As long as Speedy is present in combat, every time a unit takes damage it's Weak against, add one Fervor Counter to combat. As a Quick action, Users can spend X Energy, up to the number of Fervor Counters in combat, to add Xd6 to a damage or hit roll, once per turn.

Lights Out: All targets standing in red spaces. On hit: 5d4 (12) Thunder damage and 20% Knocked Down chance. On dodge: Deals half damage and does not apply Knocked Down.

Panic Voice: Any number of targets. On hit: 5d4 (12) PSY damage and moves the unit to an unoccupied red space on the map.

The first of the Rumors that emerged in the Toa Broadcast Station. His story has largely been forgotten, but the underground music scene seems to regard him with some respect.



Scene III: Opera to the Greatest

Scene Aspects: *Quiet on the Set, Empty Rafters*

This Scene will contain several combat encounters. Narrators are encouraged to warn the players so they may plan accordingly.

The mausoleum is discrete and barely standing, a thick layer of ivy and moss covering the faded stones. The door is a simple iron grate that grinds and whines loudly as it's opened. As soon as the party steps into the mausoleum, the door swings shut and the outside is shrouded in darkness until the party steps out, finding themselves behind the curtains on a dimly lit stage. Past this point, the Users may not return to the Palace overworld until this Scene is concluded.

On the stage, a Shadow known as Julia awaits the party. Julia is arrogant and considers the Users as lesser than her, being especially cruel to artistically-inclined Users. She will demand the party assist her in performing a few scenes for her final play, allowing the Users to choose which scenes they will "act" in. When each of the combats end, move to the next item in the list. Users are moved to spaces labeled **S** on the maps, in any configuration they choose, when each combat starts.

- ❖ “Do you long for a nostalgic adventure or strange new possibilities?”
 - A nostalgic adventure: **Combat III-A**
 - Strange new possibility: **Combat III-B**
 - For this set of combats, the stage will be decorated with props representing buildings and streetlights;
- ❖ “Is it grander to face off against Heaven itself, or to brave the lowest depths of Hell?”
 - Face off against Heaven: **Combat III-C**
 - Brave the depths of Hell: **Combat III-D**
 - For these battles, the arena will be decorated respectively with golden statues or pillars of crystalized brimstone;
- ❖ “It is the final step of this grand journey. Will the curtain call follow the cold winter, or the warm spring winds?”
 - Cold Winter: **Combat III-E**
 - Spring Winds: **Combat III-F**
 - For the final battle, the arena will be decorated with trees in accordance with the chosen season;

Julia will ignore any inquiries before these combats are concluded.

If the party chooses to turn on Julia at any point, she will disappear, cursing the party to “sink into irrelevance”. This immediately finishes the Scene and transports the Users back to Scene I, not requiring any further combat.





Combat III-A

- ❖ **1x High Pixie, 1x Slime, 2x Jack Frost** (All Level 3, Core);
- ❖ Black spaces are occupied by props, cannot be occupied by any targets, and cannot be seen through;
- ❖ During this combat, all Users take 10% more Ice damage, applied first in damage calculation;

S	S	S	S	S

Combat III-B

- ❖ **1x Older Sibling, Mermaid- α** (Level 3, Sea of Souls IV), **2x Mermaid** (Level 2, Sea of Souls IV)
- ❖ Black spaces are occupied by props, cannot be occupied by any targets, and cannot be seen through;
- ❖ During this combat, all Users take 10% more Fire damage, applied first in damage calculation;

S			S			S
S			S			S



Combat III-C

- ❖ **1x Archangel** (Level 5, Core), **2x Angel** (Level 3, Core), **1x Mokoi** (Level 3, Core);
- ❖ Black spaces are occupied by props, cannot be occupied by any targets, and cannot be seen through;
- ❖ During this combat, all units are immune to Death Category effects;

		S	S	S		
	S	S	S			

Combat III-D

- ❖ **1x Incubus** (Level 4, Core), **1x Ghoul** (Level 5, Core), **2x Orthrus** (Level 2, Core)
- ❖ Black spaces are occupied by props, cannot be occupied by any targets, and cannot be seen through;
- ❖ During this combat, all Users have a 20% higher chance to suffer Status effects;

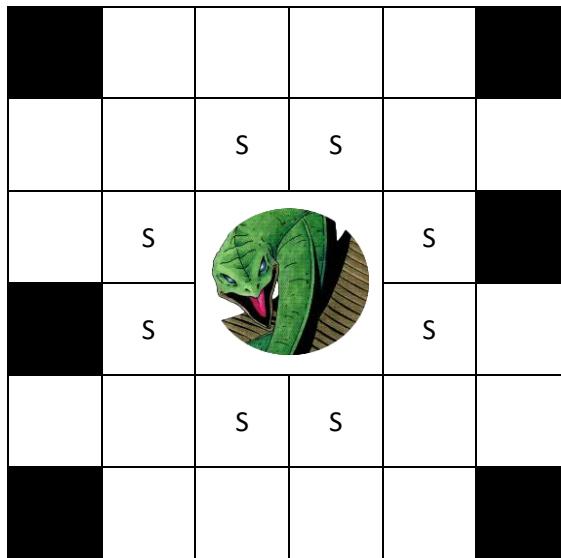
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Combat III-E

❖ **1x Yamata-no-Orochi** (Level 6, Core)

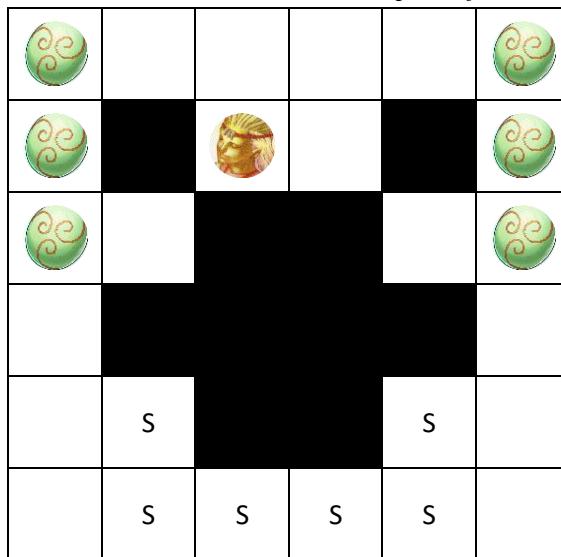
- For this combat, Yamata-no-Orochi has access to Hetelic Resistances;
- Black spaces are occupied by props, cannot be occupied by any targets, and cannot be seen through;
- Yamata-no-Orochi occupies the four central spaces of the map and cannot be moved by any means. Spaces occupied by Yamata-no-Orochi cannot be affected by any effects;



Combat III-F

❖ **1x Kukunochi** (Level 6, Sea of Souls VI)

- For this combat, Kukunochi has access to Hetelic Resistances;
- When combat starts, place **Prayer-Infused Kodama** equal to the number of Users in any spaces marked with Kodama as the effect of *Spirit of the Trees*;





After the Battles

After each battle, regardless of which battle was chosen, the Users will hear Julia narrate part of the story to the seemingly empty seats. As the “story” unfolds, her arrogance will give way to melancholy and vulnerability:

- ❖ “*So, the brave hatchling came unto the world, and the crowd followed her every step. Soon, that man took her under his wing... But the crowd did not follow.*”
- ❖ “*Not good enough, he'd say. Your smile isn't bright enough, your makeup too extravagant. You don't need to show up to the next shoot.*”
- ❖ “*And so, she wandered, letting vice guide her. Nobody showed up to see her lowered into the ground.*”

Julia will explain the story if asked. She was an up-and-coming idol with a loyal cult following, but when she was swept up by a professional manager, she was forced to change her style and personality so much that her fans left her, and new fans would soon find her new act “fake” and lose interest. She was let go from the agency, and fell into a deep depression, using food as a coping mechanism until her body could no longer take it. Julia will claim she can feel the manager’s presence somewhere within the Palace, as it was likely what drew her to it, and will vow to assist the party in solving this case.

- Add “**Julia’s Voice**” as a Scene Aspect to Scene V – Judgement;

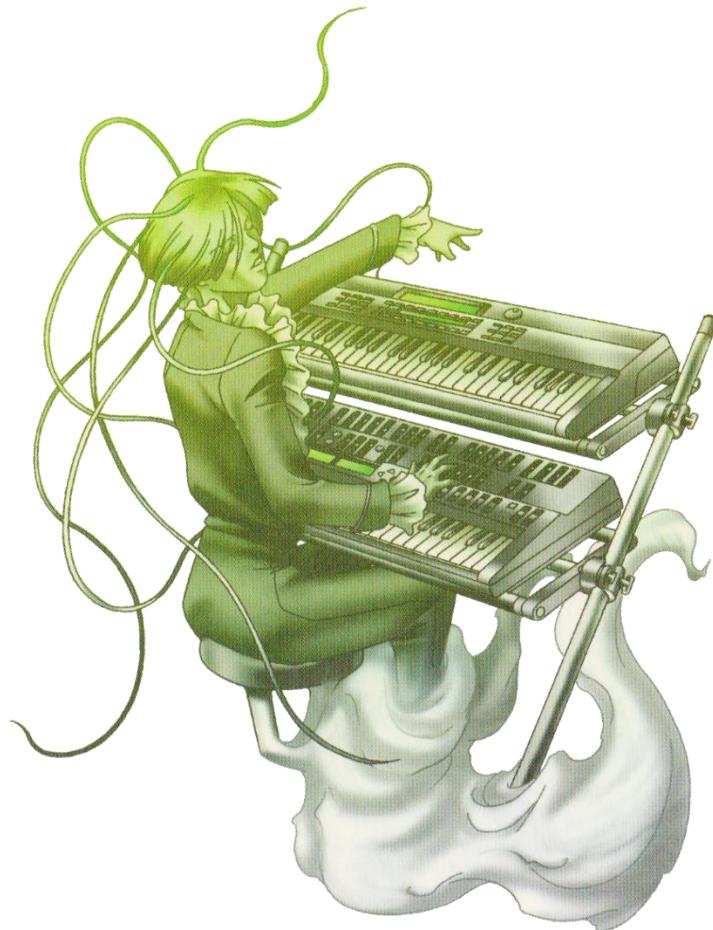
Scene IV: Studio of Oblivion

Scene Aspects: *Dark Corners, Heavy Air*

The studio is drab and barren, with a single light cast from above to the center of the studio, illuminating a ghostly figure gently playing a keyboard. His name is Mikiya, a downtrodden and sullen young man who will reluctantly interact with the party if approached:

- ❖ Mikiya chose this location as it was farthest from any interference, although he senses that his playing might be attracting undue attention;
- ❖ Mentioning either Julia or Speedy will reveal that Mikiya knows them “from another time”, but will not elaborate on that until the end of the Scene;
- ❖ Mikiya claims that composing music is his only purpose, and he is not able or willing to leave his post;

After some time, Mikiya will offer to show the Users his range of songs, being open to suggestions on what to play next from his partiture. As soon as he starts playing, Shadows will emerge from the dark corners of the studio and charge towards the party. **Combat IV-A** starts immediately. If the party decides to attack Mikiya, he will disappear without a word and the Scene will immediately end.



Combat IV-A

- ❖ The Shadows that spawn during this combat are determined at random. When combat starts, roll 4d6, or choose from the table below, to decide the initial combat lineup;

Roll	Shadow	Source
1	Emperor Oberon (Level 3)	Core
2	Star Fuu-ki (Level 3)	Core
3	Aeon Mishagui (Level 3)	Core
4	Chariot Nata Taishi (Level 4)	Core
5	Tower Purple Mirror (Rumor) (Level 3)	Sea of Souls II
6	Star Cosmo Zombie (Rumor) (Level 3)	Sea of Souls II

- ❖ At the start of each round, if there are less than 4 Shadows in combat, roll 1d6 and spawn one more Shadow into combat;
- ❖ If all Shadows are defeated, the round immediately ends, and a new round starts with 1d4 new Shadows being spawned in;
- ❖ **During this combat, all negotiation rolls suffer a penalty equal to half of the final result;**
- ❖ This combat lasts a total of 7 rounds. At the start of the **first, third and fifth** rounds, the party may choose one of the “songs” from the table below to gain the stated Conditions. Each song can only be chosen once, and these Conditions last until another song is chosen;

Song	Effect
School Days	All Users gain +2 Movement Allowance. All Shadows suffer -2 Movement Allowance.
An Unpleasant Premonition	All Users lose 20% of their current HP. The next Shadow to spawn into combat is instantly slain.
New Days	Each User can choose: Recover 50% of your maximum HP or Recover 1d4 Energy
Beneath The Mask	The next single-target basic attack or spell each unit currently in combat declares is considered a guaranteed Critical hit.
Gentle Madman	Reveal up to 4 Type interactions of each Shadow currently in combat.
Last Battalion	Move all Users to spaces labeled with S, in any configuration. Move all Shadows to spaces labeled with X, in any configuration.

- ❖ Black spaces are occupied by cameras and other objects, cannot be occupied by any targets, and cannot be seen through;
- ❖ Spaces marked with S are where the Users are positioned when combat starts;
- ❖ Spaces marked with X are where Shadows are positioned when combat starts;
- ❖ Mikiya will remain at the center of the arena, and cannot be chosen as a target for any effects;



X	X								X	X
X										X
				S	S	S				
			S				S			
			S	S	S					
X										X
X	X								X	X



After the Battle

At the end of the 7th round, Mikya's performance comes to a close, and all Shadows currently in combat immediately retreat, awarding no Experience. Mikya will thank the party for protecting him, as the performance awakened a dormant memory within him:

- ❖ Mikya was born to rich parents, and was a prodigy on the keyboard, but unfortunately never found success or mass appeal;
- ❖ Mikya then was invited to a band with other artists who were also going through difficult times;
- ❖ As they all came from different backgrounds, there were many conflicts within the band, which made Mikya attempt to isolate himself from the others. This feeling of alienation grew quickly, and before long Mikya would go several weeks without leaving his house, refusing to play and eventually being blamed by his manager for the fledgling band falling apart;
- ❖ Unable to cope with his own sense of guilt, Mikya took his own life. Some time after, the resentment he felt and the rumors surrounding his “disappearance” formed a Rumor Shadow that was drawn to the Broadcast Station;
- ❖ If the party mentions the weird tune that broadcast workers seem to be affected by, Mikya will remark on its similarity to his final composition, that was only shown to his manager;

Mikya will ask the party for one last favor: Toppling the Toa Palace once and for all. Add “**Mikya’s Final Request**” as a Scene Aspect to Scene V – Judgement.

Before Judgement

Once the party clears Scenes II, III, and IV, the skies will darken and a booming voice will ring through the Palace.

“You have my attention, you talentless brats! Come to the spire at once!”

The glass lift at the center of the arena will light up, beckoning the Users inside. At this point, Nadja will follow the party, claiming she senses a strong presence past the dome. The party is strongly encouraged to take a short rest, or return to the Universe to restock on resources at this point. Entering Scene V will permanently lock the party until either the Tyrant or the party is defeated.

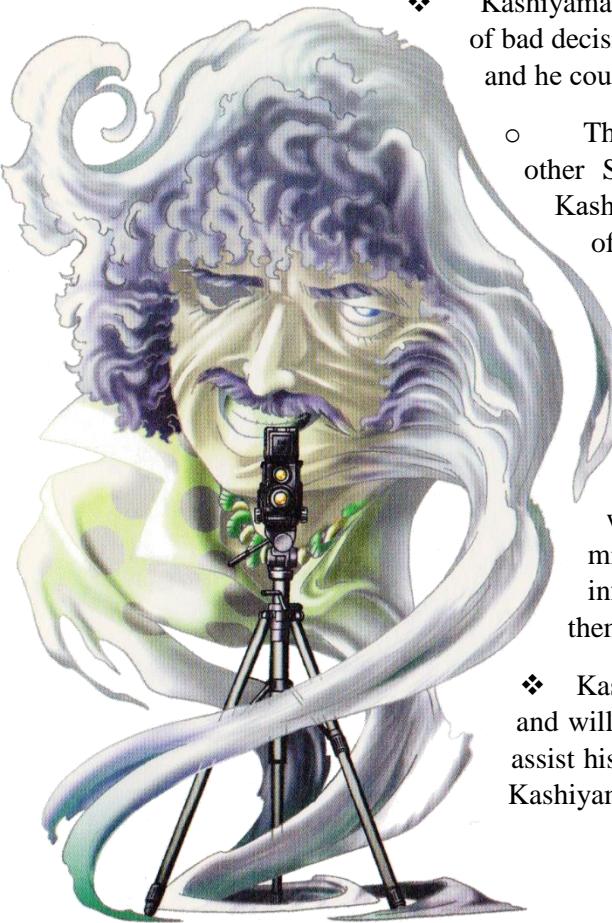
Scene V: Judgement

Scene Aspects: *Speedy's Fervor, Julia's Voice, Mikiya's Final Request (Conditional)*

The lift will comfortably fit the entire party and Nadja, and will automatically carry the group upwards as soon as everyone is inside. The lift takes the party past the dome and into the center of an odd structure mounted atop it: A retro-futuristic studio bathed in orange and blue neon lights, decorated with sleek cameras that swivel on their own accord, overhead lights that move slowly and strange devices with no clear purpose. There's also an array of screens that seems to broadcast CCTV footage of the previous Scenes, playing footage that shows the Users exploring the Palace. The sky is covered in storm clouds, more easily seen without the darkened dome, and the moon hangs strangely low towards the horizon, much larger than normal.

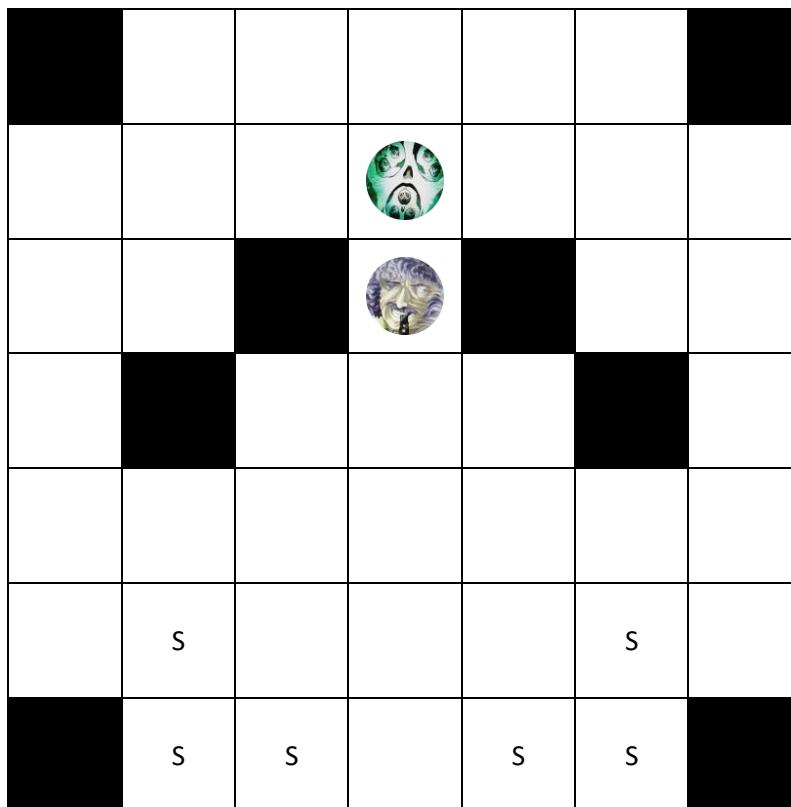
After a few moments, a large Shadow will appear, with the same voice as the one heard before the Users entered the Scene, introducing itself as **Kashiyama**, a once-powerful talent manager. Although seemingly irritated, Kashiyama will allow the Users to speak and ask him questions.

- ❖ If the party explains the situation of the Toa station to Kashiyama, he will claim it is his “*grand finale*”, a chance to regain his lost fame by growing his influence, using the “traitor” Shadows drawn to his Palace to access the Universe and steer humans towards artists he once favored
- ❖ Kashiyama was once popular and extremely influent but, in his own words, a series of bad decisions and reckless talents made him a pariah in the eyes of the industry, and he couldn't find work after his career fell apart.
 - The party may realize his lie, either by recalling their interactions with the other Shadows, or by passing an Expression (4) check, revealing that Kashiyama's own ineptitude and maliciousness caused his downfall and that of his talents. Kashiyama will deny these allegations and become enraged, and **Combat V-A** will start immediately;
 - ❖ Drowning in despair, Kashiyama turned to researching modern beliefs and rituals to find a way to regain his influence. During a botched ritual to “summon the life force of the Universe to himself”, Kashiyama was struck with a fatal dose of electricity, killing him instantly. He was successful, however, in contacting a strange entity who allowed him to see the Universe from the Metaverse, and express minor influence upon it. Shadow Users in the party will realize that this influence on the Universe means that Kashiyama is very similar to themselves, but its Persona seems to act on its own accord;
 - ❖ Kashiyama is aware that the Users slayed or assisted the artist Shadows, and will be disappointed but resolute on drawing new talents to the Palace to assist his plans. Knowing the Users pose a threat to him, however, means that Kashiyama will not let them go, and **Combat V-A** will start;



Combat V-A

- ❖ **1x Kashiyama (Tyrant)**, (next page) and:
 - If Scene V does not contain all three Scene Aspects: **1x ‘???(Tyrant)’** (ahead);
 - If Scene V contains all three Scene Aspects: **1x Orgone Ghost (Tyrant)** (ahead);
- ❖ If Scene V contains all three Scene Aspects obtained in the previous Scenes, the artist Shadows will appear in combat, using their powers to draw out the true form of Kashiyama’s parasitic Persona: The “Orgone Ghost”, allowing it to be permanently slain.
 - The artists will reveal that the Orgone Ghost was the one drawing them to the Palace, seeking to draw on their life force to grow stronger and using the familiar face of Kashiyama as a proxy;
- ❖ If the artists are not present, Kashiyama’s Persona will appear as a diffuse hologram. It presents itself in a weaker form, and will dissipate once defeated, but will not be definitively slain;
- ❖ During combat, Users can invoke the Scene Aspects as a Default Action. Each of these Aspects can only be invoked once per round:
 - **Speedy’s Fervor:** Decrease the duration of all Debuff effects on Users by 1 round, and increase the duration of all Buff effects on Users by 1 round;
 - **Julia’s Voice:** All Users gain +1 HDC or +1 DDC (chosen individually for each User) until the end of the activating User’s next turn;
 - **Mikiya’s Final Request:** Restore 20% HP to all Users in combat, or revive one User in Death’s Door with 1 HP;
- ❖ Black spaces are occupied by cameras and other objects, cannot be occupied by any targets, and cannot be seen through;



Kashiyama (Tyrant)

Shadow User
XII – Hanged Man



Level 5

Hit Points 150

Cannot be obtained by Fusion



Types

STR
1

MAG
7

TEC
5

AGI
5

VIT
4

LCK
2



Weak

Snapshot – Whenever Kashiyama takes damage from a spell cast by a User, it can use its Interrupt action to note down the information of that spell, such as damage, range, and extra effects. This information can then be used to cast *Kill the Radio Star* as a Hetelic Action.

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

Photon Shot: Any number of enemies in a straight line between Kashiyama and one point Kashiyama can see. On hit: 7d4 (17) Thunder damage for the first target, then half the rolled damage for each subsequent target.

We'll Make You a Star (Intel): One target Kashiyama can see has 25+5TEC% (50%) chance to suffer the following effect: Move the target to a position adjacent to Kashiyama and spend 1 available spell use from its deck: Kashiyama immediately casts that spell as if it were on his list, similar to the effect of *Kill the Radio Star*. If the User does not suffer this effect, or if the User has no spell uses to spend, Kashiyama loses all Hetelic uses for this round.

Poison Scatter: Up to two targets within 5 meters. This spell treats the targets' Status Affinity as -1 (Min. Weak). 45+5TEC% (70%) Poisoned chance

Kashiyama can declare up to two Hetelic Actions per round

Kill the Radio Star: This Hetelic Action is considered the same Action type (Quick, Default, etc.) as the spell noted down by Snapshot. When this Action is activated, Kashiyama casts the noted spell as if it was on its list, using SKL instead of STR, MAG or TEC, for damage calculation.

Wither: One User Kashiyama can see has its Fire, Thunder or Status interaction changed to Weak for 3 rounds. This is not a Debuff effect.

Broken Blade: One target is forced to use STR instead of MAG and MAG instead of STR for all relevant checks for the next 3 rounds. This is a Debuff effect.

The fading memory of a famous manager whose greed and shortsightedness led to a tragic downfall. In his final moments, Kashiyama formed a contract with a powerful Shadow that can manipulate humans.



??? (Tyrant)

I – Magician



Level 5

Hit Points 100

Cannot be obtained by Fusion

Types



Phantasmal – If any damage dice rolled against this unit is its maximum value, re-roll that dice once.

STR

1

MAG

6

TEC

6

AGI

5

VIT

3

LCK

1



Weak

Not Quite There (P): Whenever ??? would declare an attack, it has a 10% chance to cast Flicker instead.

Flicker: ??? recovers 1 HP.

Volcanicker: Any number of units in combat. On hit: 6d4 (15) Fire damage and extend the duration of any Debuffs on the target by 1 round.

??? can declare up to one Hetelic Action per round

Oppressing Presence: If a User would succeed on a hit, dodge or Status recovery check, they automatically fail that check instead.

A strange phantom made from human life force. It was encountered actively trying to escape combat, and will not fully die even if it's defeated.



Orgone Ghost (Tyrant)

I – Magician



Level 5

Hit Points 200

Cannot be obtained by Fusion



Types



Life Force – Whenever a User regains HP through a Heal or Imbue Category effect, outside of Revive effects, Orgone Ghost can spend its Interrupt action to regain HP equal to half of the HP recovered by that effect.

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

Absorb (P): If Orgone Ghost would be slain while Kashiya is present in combat, Orgone Ghost can, for no action cost, drain Kashiya's HP, up to its current HP, to regain that same amount of HP immediately.

Rest: At the end of each other unit's turn, if Orgone Ghost didn't take damage this turn, it recovers 10% (20) of its maximum HP. This lasts until the start of Orgone Ghost's next turn.

Volcanicker: Any number of units in combat. On hit: 7d4 (17) Fire damage and extend the duration of any Debuffs on the target by 1 round.

Brain Burst: One target within 6 meters. On hit: 7d6 (24) PSY damage. If the target is Poisoned, trigger Poisoned damage on the target immediately.

Orgone Ghost can declare up to two Hetelic Actions per round

Oppressing Presence: If a User would succeed on a hit, dodge or Status recovery check, they automatically fail that check instead.

Crushing Will: If Orgone Ghost would fail on a hit, dodge or Status recovery check, it automatically succeeds on that check instead.

Accelerated Casting: Orgone Ghost can cast any spell on its list, except Rest, as an Interrupt action.

A powerful being made from the energy of living things, who clung to Kashiya's despair and acted as its Persona for some time. Its true essence was drawn out by the artist Shadows, which made it more powerful but vulnerable to being permanently slain.



Kashiyama (Left), Orgone Ghost's Weakened state (above), and its true form (below)



After the Battle

Once the Tyrants are defeated, Kashiyama will assume a more humanoid form and collapse to the ground, finally coming to terms with his own failings and cursing himself for what he's done to others. He will reject consoling but welcome admonishment, understanding why the Users took it upon themselves to take him down.

- ❖ If Scene V does not contain all three Scene Aspects, Kashiyama's grief will swallow him and he will destroy his own physical form. The artist Shadows that were assisted, if any, will appear saddened and unsatisfied, and the Palace will begin to collapse. Once the Users escape the Palace, they will be returned to the real Toa Station's back entrance.
 - Nadja will not be present once Users return to the broadcast station. The party will gain enough experience to gain one Character Level, and the Assignment will be complete.
 - Over the next days, some reports will appear online about how workers at the Toa Station are mysteriously disappearing whenever new talent is brought in for interviews;
- ❖ If Scene V contains all three Scene Aspects, Kashiyama will also apologize to the artist Shadows, regretting being unable to give them the stardom they deserved. The artists will appear one final time, showing little empathy towards Kashiyama but willing to let go of their grudges and their pain. Both Kashiyama and the Shadows will then disappear, and the Palace will slowly start to collapse. Nadja will assist the Users in escaping the Metaverse, and they will be returned to the Universe in the back entrance of the Toa Station. The workers seem much calmer, and the odd tune cannot be heard anywhere.
 - Nadja will thank the party for their thoroughness, and express hope that she will see the Users again someday. For the time being, however, she leaves the party with a gift, "to remember her by":
 - The party gains access to *Aspect of Nadja* (below), under the same rules as an Ultimate Persona, having 8 SP for the purpose of spells. Aspect of Nadja cannot be used in Fusion: Instead, she can be removed from her user's Persona list to grant another Persona SP equal to her PLv. and Status Affinity +1;
 - Additionally, the party will gain enough experience to gain one Character Level, and the Assignment will be complete.

Aspect of Nadja

0 – The Fool

Cannot be obtained by Fusion

Level 3

Skill Bonus: +4 Expression

Rumor Skill: **Savior of Song** – You can spend 1 Aspect Point to trigger the effect of any of the Scene Aspects from Scene V. If any User invoked an Aspect, it cannot be invoked by any User until the next day.

Types



Shadow Gear

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

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

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

Weapons

Name	Damage	Reach	Extra	Description	Shadow(s)
Singed Lyre (Bow)	STRd4	1-4	Cast Tarunda (T1 Debuff)	A tall and sleek instrument that can produce slow-moving energy waves.	Orpheus – Lv.1 (Sea of Souls V)
Beast of the Labyrinth (Gloves)	STRd6	1	Once per combat, the first basic attack you declare with this weapon is a Quick action	A pair of gauntlets adorned with horns, fastened to the wielder’s arms by thick dark chains.	Asterius – Lv.9 (Sea of Souls V)
Qin’s Flame (Sword)	STRd4+ 6	1	If your HP is below 50%, this weapon gains <i>Transfer</i> (+1 HDC) and treats Null Physical as Resist.	A curved sword with a gold handle. As soon as you swing it, the blade covers itself in fresh blood.	Inaruna – Matriarch’s Grudge – Lv. 9 (Sea of Souls VII)
Suspicious Scythe (Polearm)	STRd6 + VIT	1-2	Snipe 1, Transfer	A peculiar scythe that’s <i>precisely</i> 5ft long. Wielding it seems to put a melody in your head you can’t quite remember.	Macabre – Lv.10 (Sea of Souls I)
Bell of Entombment (Dagger)	STRd6+ 6	1-3	Deals Light Type damage	A simple golden bell that makes no sound at all if not rang intentionally.	Daisoujou – Lv.11 (Core)
Rites of Moloch (Grimoire Chapter)	Fire Type	N/A	+1 Critical Margin for each Status the target is currently afflicted with.	Dark red pages describing how to contact powerful demons.	Moloch – Lv.16 (Core)
Gae Bolg (Polearm)	STRd10 + AGI	1-3	Move AGI, Wind Affinity +1	A long silver spear with a barbed blade and gaps that howl when the weapon is swung.	Cu Chulainn – Lv.17 (Core)
Throne to Sloth (Shield)	STRd10 + 7	1	Reflect Status	A pristine toilet bowl with a self-warming seat.	Belphegor – Lv.17 (Core)

Armor

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

Accessories

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

Consumables

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

Shadows

Garm

IX – Hermit

Level 5

Hit Points 72

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

Skill Bonus: 1 STR

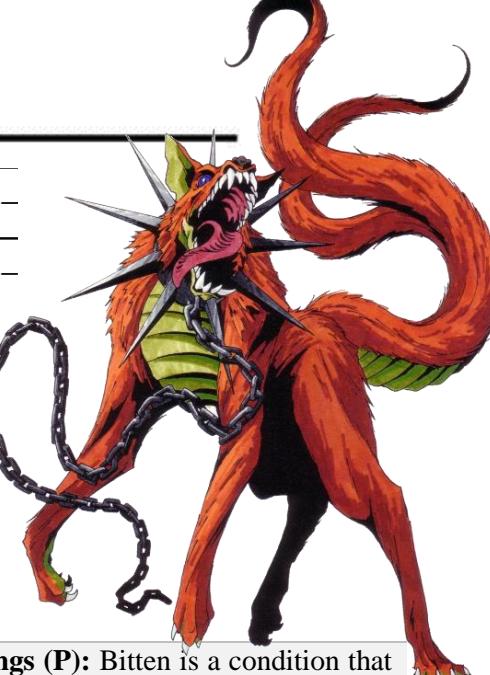
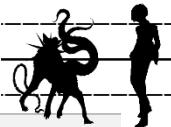
Natural Skill: **Flame Eater** – If you would take Fire damage, you instead regain HP equal to half of the damage and gain +1 STR, +1 TEC for 3 rounds. This is a Buff effect.

Types



Dispositions:

Anthropophagous



STR

6

MAG

1

TEC

6

AGI

4

VIT

4

LCK

2



Resist



Weak

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

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

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

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

Myrmecoleon

XVII – The Star

Level 7

Hit Points 110

Spell Card: Vile Breath (T2 Status)

Skill Bonus: 1 STR

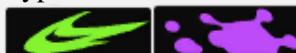
Natural Skill: **Versatile Stomach** – Consumables used on yourself recover 10 HP, in addition to their stated effects.

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

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

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

Types



STR

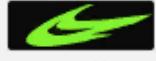
6

MAG

1

TEC

6



Null

AGI

4

VIT

4

LCK

2



Depth

Human

Level 11

Hit Points 312

Does not respond to negotiation

STR	MAG	TEC	AGI	VIT	LCK
7	1	3	1	12	2



Resist



Resist



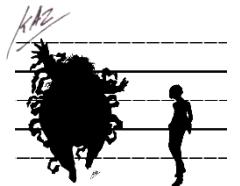
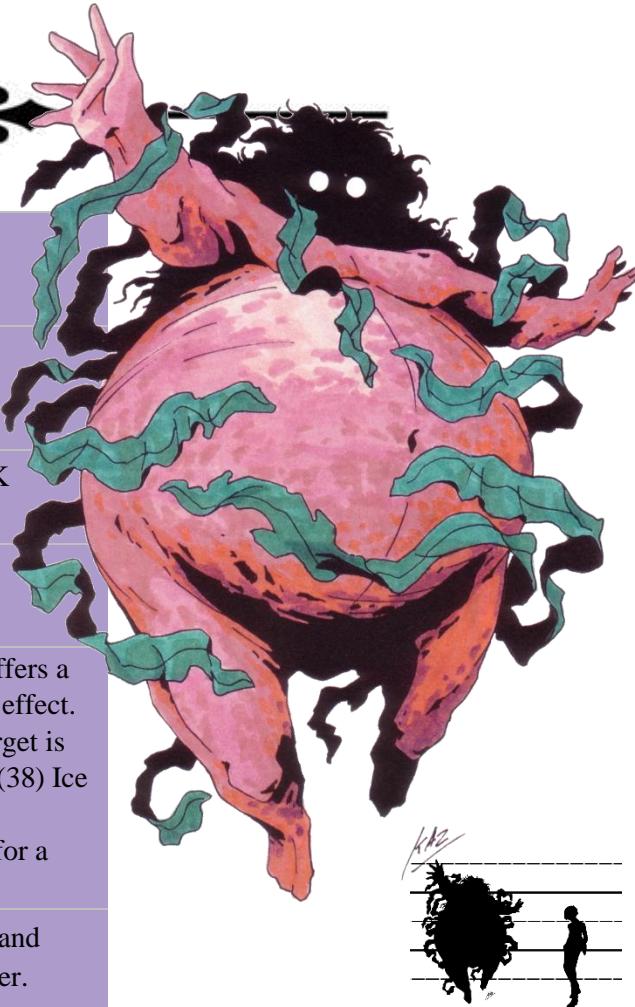
Weak

Drowning Agony (P): Every time Depth deals damage to a User, that User suffers a -1 TEC, -1 AGI penalty. This lasts until the end of combat and is not a Debuff effect.

Death Touch: One target within 10 meters. When this spell is declared, the target is moved 1d8 meters towards Depth regardless of the dodge result. On hit: 7d10 (38) Ice damage and Depth restores HP equal to half of the rolled damage.

The Flood: Any number of units adjacent to Depth. This spell does not allow for a dodge check. 7d6 (24) Physical damage.

A civilian who was punished by God during a great flood. They drowned and disappeared into the sea, but found their way back to land many years later.



Golem

Level 11

Hit Points 182

Human

Does not respond to negotiation



Null



Weak

STR	MAG	TEC	AGI	VIT	LCK
7	1	3	1	12	2

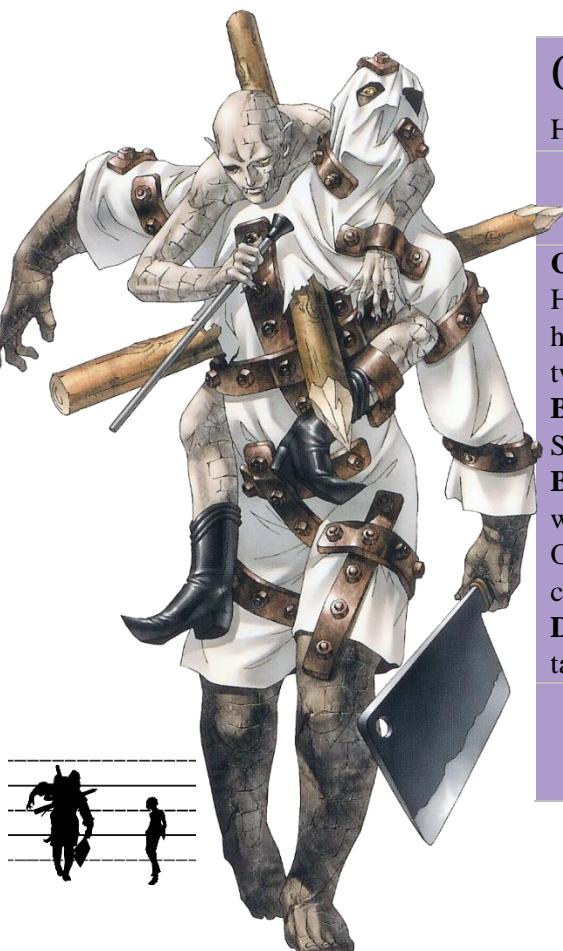
Conjoined (P): Golem takes half damage from all instances of damage. When Golem's HP reaches 90 or less, it loses access to Blow Dart, has its MAG score decreased to 1, has its Movement Allowance set to 10 per round, suffers the Enraged Status, and can act two times per round. Enraged applied by this effect cannot be removed in any way.

Blow Dart: One target Golem can see. On hit: 7d10 (38) Physical damage and 50% Slowed chance.

Brutal Rush: Any number of targets between Golem and one point within X meters, where X is his Movement Allowance (4, or 10 if under the second effect of Conjoined). On hit: 5d8 (22) Physical damage, 25% Knockdown chance, and Golem is moved to the chosen point.

Devour: One Knocked Down Golem can see. Golem moves to a position adjacent to that target, and that target enters Death's Door. This is a Dark Type Death Category Effect.

Two old friends who were tortured by an evil scientist and joined together through a dark ritual. The process destroyed both minds, so now they wander aimlessly causing mayhem.



Inaruna

XVI – The Tower



Level 9

Hit Points 300

Cannot be obtained through Fusion

Types



Has access to Hetelic Resistances, but cannot perform Hetelic Actions.

Demon Princess of the Waterfall – When Inaruna reaches zero HP, a new combat starts against **Inaruna – Matriarch's Grudge** immediately.

STR	MAG	TEC	AGI	VIT	LCK	Null	Resist
1	9	7	4	6	2		

Absolute Zero (P): Every time Inaruna deals damage to a User, that User loses 1d4-1 Energy.

Fiore Splendido: Up to three targets Inaruna can see. On hit: 9d6 (31) Wind damage and places Netherblooms onto the spaces of each target that took damage from this spell. Every time Fiore Splendido is cast, all spaces with Netherbloom deal MAG (9) Wind damage to all units in their spaces and adjacent spaces, no dodge check.

Cold-Hearted Mistress: Any number of targets. On hit: 9d4 (22) Ice damage and remove any number of Buff effects from the targets, then apply one of those Buff effects to Inaruna for 3 rounds.

Thunder Break: One target Inaruna can see. Ignores Resist and treats Null and Reflect as Resist. On hit: 9d8 (40) Thunder damage.

A matriarch from a small, distant country that no longer exists. It's said she fought to protect her homeland from unification, but ultimately failed, being captured and executed.



Inaruna – Matriarch's Grudge (Tyrant)

XVI – The Tower



Level 9

Hit Points 360

Reward: Qin's Flame (Sword, Shadow Gear)

Cannot be obtained through Fusion

Types



Has access to Hetelic Resistances, but cannot perform Hetelic Actions.

Crying Scream - When combat starts, all Users under 50% HP are put into Death's Door, and all Users above this threshold have their HP lowered to 50%

STR	MAG	TEC	AGI	VIT	LCK		
1	10	8	5	7	2	Reflect	Reflect

Megidolaon: One target and all units within 3 meters of that target, except Inaruna. On hit: 10d6 (35) Almighty damage.

Spite Shout: One target Inaruna can see suffers the following Condition: -1 STR, -1 MAG, -1 TEC, -1 AGI, cannot benefit from Personae's Skill Bonuses. This Condition lasts 2d4 rounds and can stack with itself.

Genocide Fist: One target Inaruna can see. On hit: 10d8 (45) Physical damage. Treats all Interactions besides Weak as Neutral. If this spell puts the target in Death's Door, the User loses Death's Door Counters equal to the amount of Spite Shout Stacks placed on them.

Inaruna – Matriarch's Grudge can declare up to two Hetelic Actions per round.

Wailing Resentment: Remove all Buff and Debuff effects from combat.

Feed On Woe: Inaruna – Matriarch's Grudge recovers VITd6 (24) HP

Crushing Will: If this unit fails a hit or dodge check, it's automatically changed to a success, even if a rolled success would not be possible.

The personification of Inaruna's spite and anger. As she could not protect her people, she fell into a deep despair, cursing the very earth she stood on as she was executed by the opposing army.



Ernesto

Icon Shadow
VII - Chariot



Dispositions:

Noble, Friendly



Level 5

Hit Points 220

Spell Card: Diarama (T2 Heal)

Types



Skill Bonus: +1 MAG, +4 Courage

Natural Skill: **Flag of Freedom** (Almighty, Heal): As a Quick action, when you slay a target with an Almighty Type spell, you can spend any number of uses of a Heal Type spell from your deck to place a Flag of Freedom on the space occupied by the slain target.

Users adjacent to the Flag of Freedom can spend a Quick action to receive the effect of the chosen spell as if the User who placed the Flag had cast it. This can be done a number of times equal to the number of uses spent to place this effect. Only one Flag of Freedom can be present in combat at a time.

STR

MAG

TEC

AGI

VIT

LCK



Reflect

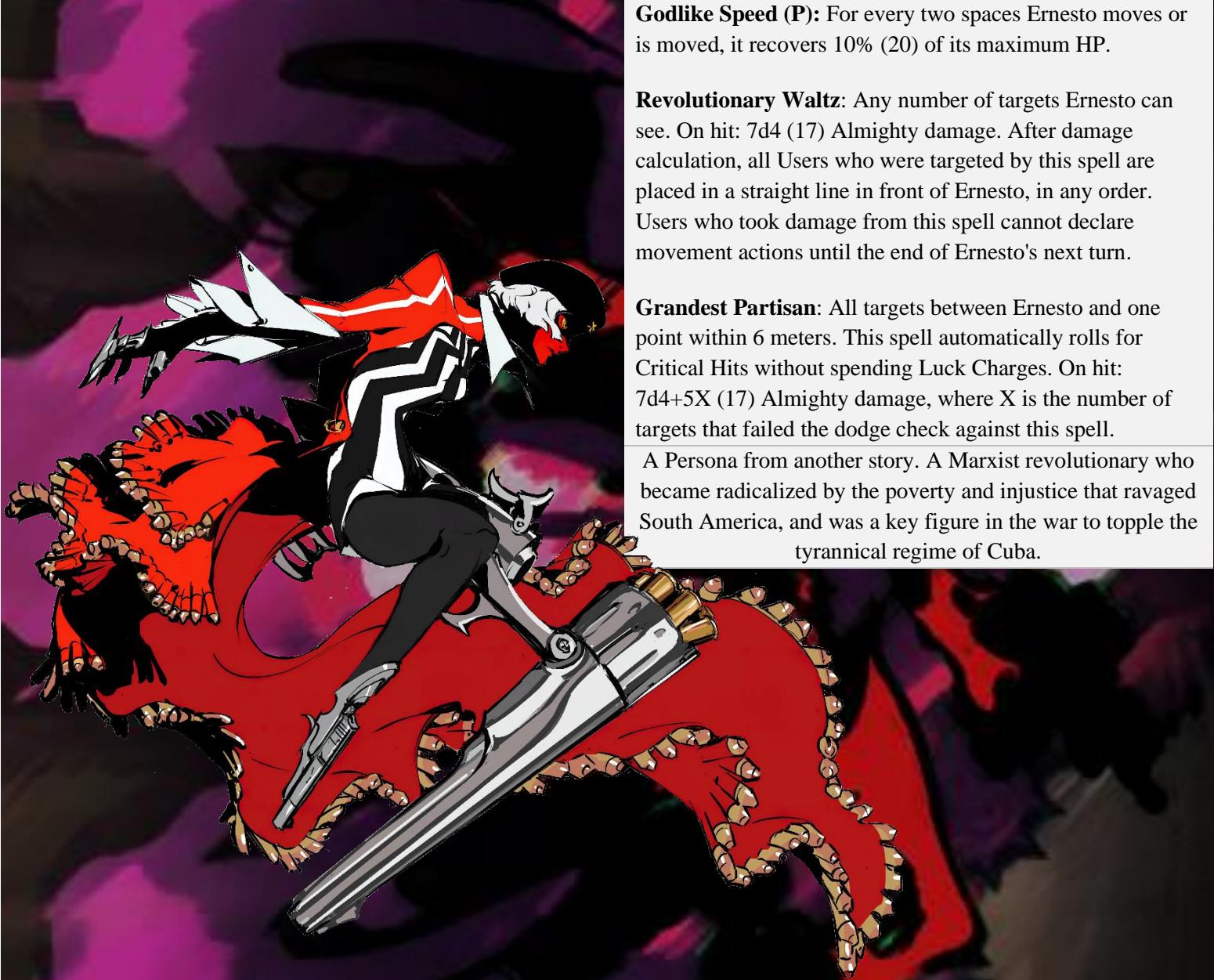
Weak

Godlike Speed (P): For every two spaces Ernesto moves or is moved, it recovers 10% (20) of its maximum HP.

Revolutionary Waltz: Any number of targets Ernesto can see. On hit: $7d4$ (17) Almighty damage. After damage calculation, all Users who were targeted by this spell are placed in a straight line in front of Ernesto, in any order. Users who took damage from this spell cannot declare movement actions until the end of Ernesto's next turn.

Grandest Partisan: All targets between Ernesto and one point within 6 meters. This spell automatically rolls for Critical Hits without spending Luck Charges. On hit: $7d4+5X$ (17) Almighty damage, where X is the number of targets that failed the dodge check against this spell.

A Persona from another story. A Marxist revolutionary who became radicalized by the poverty and injustice that ravaged South America, and was a key figure in the war to topple the tyrannical regime of Cuba.



Merciless Shadows

“Woah, this Shadow looks strong!!”

“W-what is this thing? It feels really bad...”

“No, you can’t defeat it... Run!!”

Although most incarnations of the same Shadow will be roughly equal in power, sometimes a particularly powerful influence can infuse particular Shadows with immense, deadly strength, giving birth to what's known as a *Merciless Shadow*. Mechanically, Merciless Shadows function the same as other enemies, with the following distinctions:

- ❖ Merciless Shadows cannot be obtained by any means;
- ❖ Merciless Shadows carry all Hetelic Resistances, even if they're not Tyrants;
- ❖ Escape cannot be attempted in combats against Merciless Shadows, even if an item or skill would guarantee escape;
- ❖ Narrators are advised to use Merciless Shadows sparingly, as they are tuned to be much stronger than even powerful Grimoire enemies;

Lv.	Persona	Types	Interactions	Pg.
1	Merciless Companion Pixie	Thunder, Heal, Almighty	Reflect: Thunder	39
10	Merciless Warlord Masakado	Physical, Light	Drain: Physical, Light	40
??	Nyx the Merciless Night	N/A	Variable	41

Merciless Shadows are a work in progress!

More will be added in future updates.

Merciless Companion Pixie

Merciless Shadow
VI – The Lovers



Level 1

Hit Points: 150

Types



Merciless Skill: **Press Turn** – Every time Pixie scores a Critical Hit, she gains a Press Counter. For every Press Counter Pixie has, she gains one extra turn per round.

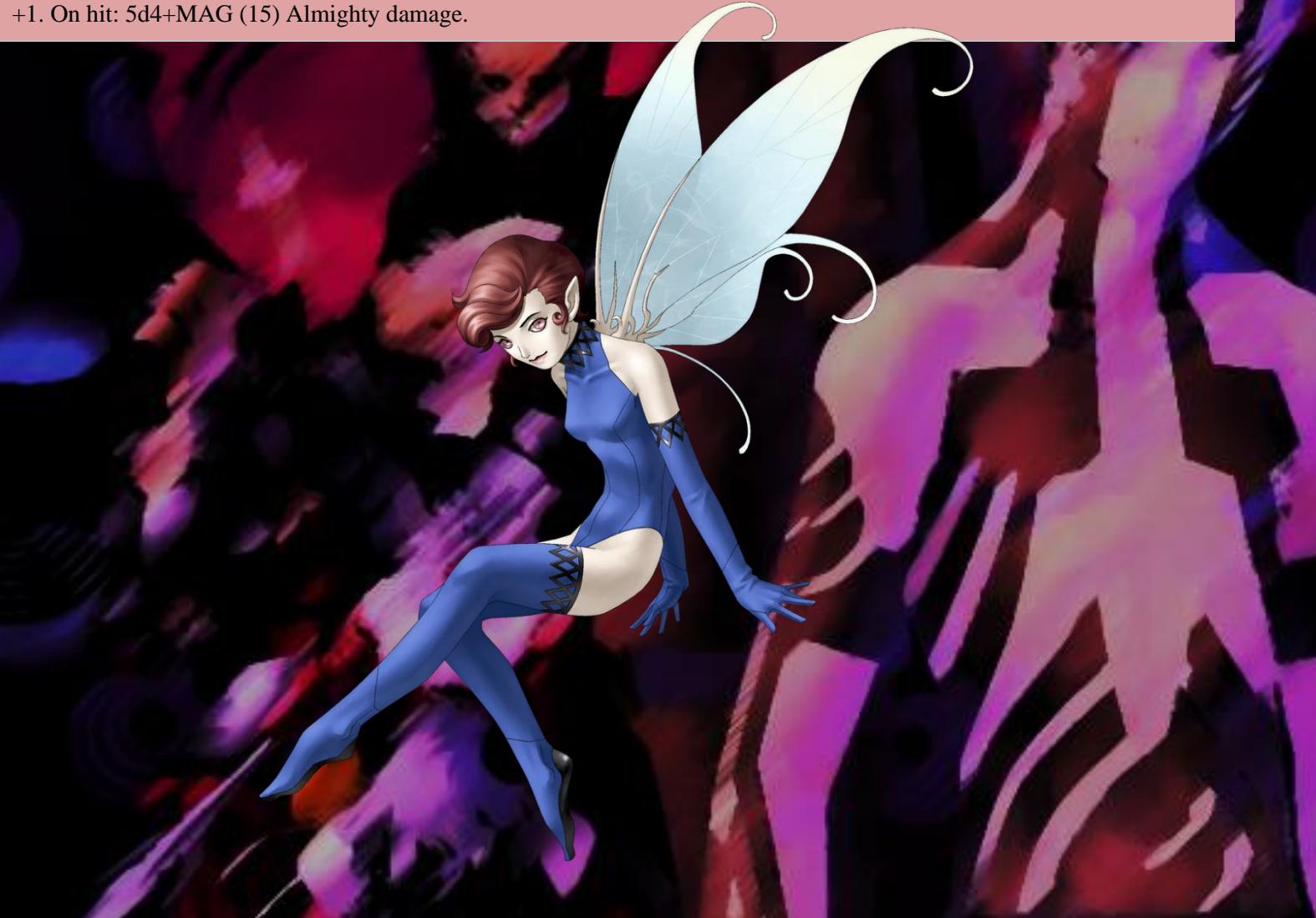


A “demon” from another story. This Pixie was raised lovingly from the very start, and can barely contain her unnatural power.

Amala Zio: Up to three targets within 7 meters. On hit: $5d4$ (10) Thunder damage, 80% Shocked chance.

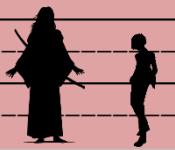
Life Seize: One User Merciless Companion Pixie can see loses 25% of their maximum HP as Almighty damage, and Merciless Companion Pixie's HP is restored by the damage dealt.

Megidolaon: One target and all units within 3 meters of that target, except Merciless Companion Pixie. Critical Margin +1. On hit: $5d4+MAG$ (15) Almighty damage.



Merciless Warlord Masakado

Merciless Tyrant
XVI – The Tower



Level 10
Hit Points: 600

Types



Merciless Skill: **Perfect Armor** – Merciless Warlord Masakado Reflects damage from Critical Hits. All targets are forced to roll Critical Hits against Merciless Warlord Masakado if able.

STR	MAG	TEC	AGI	VIT	LCK
12	1	10	8	8	10



Drain

The legendary leader of the first uprising against the central Japanese empire, infused with immense power by some mysterious entity. A likeness captured in the first samurai's prime, this

Shadow cleaves a blood-red path wherever it goes.

Revolution of the Cursed (P): At the start of each round, Merciless Warlord Masakado gains +2 Critical Range for all attacks it declares. This stacks with previous activations of this skill.

Weathered Head (P): When Masakado is first dropped to 0 HP, it recovers 1 HP and immediately gains a number of turns equal to the number of conscious Users in combat.

Swarm of Butterflies: Any number of targets between Merciless Warlord Masakado and one point within 10 meters. On hit: 12d6 (42) Physical damage and 100% Knockdown chance.

Natsukashī Gyakusatsu: 1 target Merciless Warlord Masakado can see. -1 HDC. On hit: 12d8 (54) Light damage. If damage from this spell would put a target in Death's Door, the target loses all counters immediately.

Masakado may perform up to 2 Hetelic Actions per round

Enfeeble: One random User becomes Weak to Physical or Light for 3 rounds.

Shatter Shield: When the original target of an attack is changed due to the effects of items, spells, Aspects, etc., the attack deals full damage against the new target and half damage to the intended target.



Nyx the Merciless Night

Merciless Tyrant

Level ??

Merciless Skill: **The Fall** – Nyx the Merciless Night has the same features as its base form, but with features from this stat block adding to her base skills. Users slain by Nyx the Merciless Night enter Death’s Door with 1 less counter.

STR	MAG	TEC	AGI	VIT	LCK
1 (15)	15	10	10	6	5

A being from beyond the stars whose presence manifests the very concept of death around itself.

This incarnation of Nyx seems to come from a reality where “The Fall” was brought to fruition.

Death Sovereign (P): Every time Nyx changes forms, all of Nyx’s previous Type interactions are “inherited” by her following form as Resist. For example: When transitioning from Form I (Drain Fire) to Form II (Drain Ice), her interactions become *Resist Fire*, *Drain Ice*, and when transitioning to Form III (Drain Wind), her interactions become *Resist Fire*, *Resist Ice*, and *Drain Wind*. This is not a Buff effect.

Piercing Zero (P): All spells Nyx casts treat Damage Reduction as halved, treat Reflect and Drain as Null, and Null as Resist.

Night Empress (P): In her ‘Death’ Form, Nyx the Merciless Night can use a Hetelic Action slot to cast Night Queen or Moonless Gown as a Default action, on top of her standard Hetelic Actions.

Nyx the Merciless Night may perform 1 Hetelic Action per round, including in forms 0 through XII.

Death of the Fool: If a movement action would increase the distance between a User and Nyx, Nyx may cast one spell from its deck as an Interrupt action. If this spell targets more than one User, it must target the moving User as all valid targets. For “any number of targets”, target the User 4 times.

Time Unwound: Each User loses 1d4-1 Energy.





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